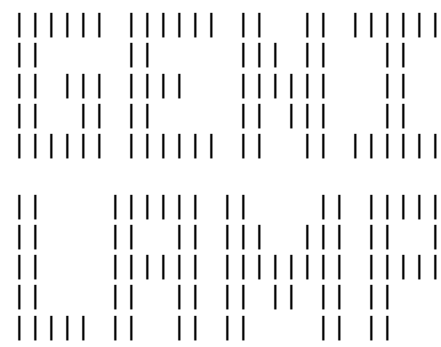

Your

GEnieLamp Computing

RoundTable

RESOURCE!

~ WELCOME TO GEnieLamp ST! ~

~ DEALER'S VIEWPOINT - A Year in Review ~
~ CONNECTIONS - MultiDialog Review ~
~ COMPUTERS AND INVESTING - Part II ~
~ AtariWorks WP Guide in THE READING ROOM ~
~ HOT FILES - in the ONLINE LIBRARY~

GEnieLamp Atari ST ~ A T/TalkNET OnLine Publication ~ Vol.3, Issue 63

Editor.....John Gniewkowski
Publisher.....John Peters
Copy-Editor.....Bruce Maples

~ GEnieLamp IBM ~ GEnieLamp ST ~ GEnieLamp [PR] ~
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>>> WHAT'S HAPPENING IN THE ATARI ST ROUNDTABLE? <<<

~ December 1993 ~

FROM MY DESKTOP ..... [FRM]
Notes From The Editor.

DEALER VIEWPOINT ..... [DLR]
A Year In Review.

COWTOONS! ..... [MOO]
GEnieLamp Elves.

ONLINE LIBRARY ..... [LIB]
[*] Files, Files, Files!

MEL'S MANOR ..... [MEL]
[*] First Look.

SEARCH_ME ..... [FUN]
Online Puzzle Fun!

HEY MISTER POSTMAN ..... [HEY]
Is That A Letter For Me?

HUMOR ONLINE ..... [HUM]
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[*] Magic Spell.

PD_QWICKPICK ..... [PDP]
Bat Sub.

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MINI_BYTE ..... [MIN]
3 on 1: Storm.

NEWSBYTES 2 ..... [BY2]
The Online Future.

LOG OFF ..... [LOG]
GEnieLamp Information.

[IDX]"""

READING GEnieLamp """""""""""""""""""

GEnieLamp has incorporated a unique indexing system to help make reading the magazine easier. To utilize this system, load GEnieLamp into any ASCII word processor or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]
[*]GEnie Fun & Games.

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO """""""""""""

To make it easy for you to respond to messages re-printed here in GEnieLamp, you will find all the information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)

|Name of sender | CATegory | TOPic | Msg.# | Page number|

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is enclosed by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. Example: Msg:{123}

TX2 FORMAT """""""""""

What are you missing when reading the ASCII version of GEnie Lamp? EXCITEMENT! Whenever you see a [*] in the index or in the article header, that indicates that the article contains TX2 graphics and/or pictures. To see the graphics, you will need the following files:

LMP_340.LZH GEnie Lamp in TX2 format.
MINI_TX2.LZH Mini-version of TX2 Viewer (File #20441).

ABOUT GEnie """""""""""

GEnie's monthly fee is $8.95 for which gives you up to four hours of non-prime time access to most GEnie services, such as software downloads, bulletin boards, GE Mail, an Internet gateway, multi-player games and chat lines, are allowed without charge. GEnie's non-prime time connect rate is $3.00. To sign up for GEnie service, call (with modem) 1-800-638-8369. Upon connection type HHH. Wait for the U#= prompt. Type: XTX99014,DIGIPUB and hit RETURN. The system will then

prompt you for your information. Need more information? Call GEnie's customer service line (voice) at 1-800-638-9636.
"""

////////////////////////////////////// GEnie_QWIK_QUOTE ////
/ "Al Fasoldt and his love affair with Flash 1.6.... /
/ This borders on confused ego-boundaries! Al has taken /
/ to Flash 1.6 like Romeo to Juliet... like McCarther to /
/ the Phillippines... like jelly to a piece of toast." /
// S.LYSTER ////

[EOA]
[FRM]//////////////////////////////
FROM MY DESKTOP /
////////////////////////////////
Notes From My Desktop
"""""""""""""""""""""""""

>>> TOP OF THE PAGE <<<
"""""""""""""""""""""""""""

~ By John E. Gniewkowski [GENIELAMP.ST] ~

Ah, as we begin the holiday season I would like to wish each and every one of you a happy and joyous time with family and friends. I hope the new year finds all of us healthy, wealthy and wise!

GEnieLamp will be keeping a keen eye out for the future Atari Corporation has mapped for the computing platforms in the coming year. I know all of us hope for the marketing and support that this wonderful machine deserves, if it materializes or not is up to Atari.

Take care and I'll see you online.

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
////////////////////////////////
Is That Letter For Me?
"""""""""""""""""""""""""
By John E. Gniewkowski
[GENIELAMP.ST]

o ATARI BB HOT SPOTS

o ATARI ODDS & ENDS

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> ATARI BB HOT SPOTS <<<

[*] CAT7, TOP22, MSG{97}.....POV Raytrace Steams User!
[*] CAT18, TOP22, MSG{185}....MAC-PC-ATARI Contrasts & Conventions
[*] CAT1, TOP5, MSG{120}.....Why Are Those Banners So LONG?!?!
[*] CAT18, TOP21, MSG{114}....Atari Computers We'd Like To See!
[*] CAT26, TOP2, MSG{7}.....Jaguar RF Cable Problems?

>>> ATARI POT-POURRI <<<

~ This And That, ATARI! ~

Computers and Power

I have often wondered if I should leave my equipment on all the time or turn it on and off. I have a lot of money invested in my equipment. (TT w/240MB HD, SVGA, Moniterm, 520ST system, HP Laser Jet II, etc..) I don't want to take any chances, so, I bought a line conditioner from Triplite. Its a LC1200 1,200 Watts.

It protects against; low-voltage, high-voltage, spikes, surges, brown-outs. With this I leave my TT on 24 hours a day. I turn my Moniterm on and off when I need it.

I know that the computers we use at work (Wyse terminals) have been on for over three years. Through lighting storms, brown-outs, black-outs, you name it. We never have had a problem. I have hooked a volt meter to the mains at work, every 30 seconds or so, the power swings from 110 volts down to about 101 volts, then back up to 125 volts. I am not sure how this effects computers, the terminals don't seem to mind. But, my Stacy was fried at work about 2 years ago when we had a brown-out. (My place of work is located in an industrial park. There are a lot of large motors starting and stoping all day long. This will sent a surge through the lines to all local outlets.)

Like I said above, I don't want to take any chances. I even built a special circuit that once the power has went out (black out), it will not restart the computer until I have manually reset it. Some times when the power goes out it will come on and go out many times in a short period of time. This is called short cycling. This can damage hard drives among other things. The above circuit will prevent this. If anyone wants the plans to build one of your own, send me E-Mail. All parts are available from Radio Shack for about $20.00.

(J.FOUCH, CAT4, TOP12, MSG:41/M475)

FAX Tips and Info

The following information is based on messages that Supra has posted on other services in response to specific tech support questions. The information below is not an exact copy of any messages posted elsewhere and is paraphrased so as not to violate any copyrghts. This information, while based on answers from Supra, should be applicable to other vendor's FAX Modems as well, especially other Rockwell based FAX Modems. This information is posted as

is.

Supra can be reached as follows:
Supra BBS: 503-967-2444, FAX 503-967-2401, Faxback System: 503-967-0072
GEnie: SUPRATECH and Internet: supratech@supra.com

Supra recommends that any screen saver programs be disabled, as they may slow down the computer and interfere with the FAX software. They also point out that other possible causes of problems are operating system level disk compression utilities.

[Note: If a screen saver utility is used, such as the Extend-O-Save modular screen saver in Codehead's Warp 9, then the RS-232 Check Box should be enabled in the EOS parameters screen. This will cause the screen saver to return to normal operation if any RS-232 activity occurs, such as a FAX send or receive operation.

Also, to the best of our knowledge, there is no conflict with any disk compression software such as Trace Technologies Data Diet or ORA/HiSoft's Data Lite. We do recommend that users of TOS versions 1.00 and 1.02 either upgrade to a newer TOS release or use the FATSPEED.PRG in the AUTO folder, which is available on-line. Disk Cacheing utilities such as those with the ICD Hard Disk Software and Atari's CACHENNN.PRG should also be used to improve the disk performance. It is also important that FOLDRNNN.PRG be used (or set the Folders in the ICD Hard Disk HDUTILS.PRG) and that POOLFIX3.PRG or POOLFIX4.PRG be used on TOS versions 1.04 to 1.062 as appropriate].

Supra recommends that users upgrade to a minimum of version 1.70 or 1.80 of their firmware ROMS. (As many users here have found) Supra has also found that some users will have more success with Class 1 and others with Class 2.

Supra indicates the differences between the Supra V.32bis FAX Modem and the Supra 144LC FAX Modem are: 144LC does not support Class 2, it does not have the green 2 digit alphanumeric display, and it will not be ROM upgradable with the new features that will be available for the V.32bis FAX Modem. The 144LC has a lower price due to the fact that a less expensive chipset is used, since only supports Class 1.

Supra recommends that if you are using the Silent Answer mode, that it you also have a cordless telephone located in the same room, move it to another location.

The following information is based on messages that US Robotics has posted on other services in response to specific tech support questions. The information below is not an exact copy of any messages posted elsewhere and is paraphrased so as not to violate any copyrghts. This information is posted as is.

US Robotics can be reached as follows:
Tech Support: 800-982-5151, FAX: 708-982-5235, Sales: 800-DIAL-USR.

US Robotics has indicated that there may be a Class 2 Sportster FAX Modem at some time in the future, but there are no upgrade offers available for Sportster owners at this time and it is unlikely that there will be in the future. However, US Robotics HST owners are eligible for upgrades.

US Robotics indicates that their new Courier V32terbo is a Class 2

FAX Modem.

[Note: US Robotics did not specify if these FAX Modems are Class 2 or the upcoming Class 2.0 compatible].

US Robotics has indicated that there is new firmware available with their FAX Modems. The firmware revision can be checked with the ATI7 command. US Robotics does not recommend upgrading the firmware, unless there is a known problem with the current firmware.

US Robotics indicates that the Sportster 14.4 is not able to determine between a FAX or data call and can only be in one mode at a time.

[Note: This would imply that the AT+FAE=? command would return a 0. While this is not a limitation with the current version of STraight FAX!, we are working on supporting Adaptive Answer mode (AT+FAE=1) to allow a BBS and the STraight FAX! to share the FAX Modem for incoming data and FAX calls]. (C.S.SMETON, CAT4, TOP24, MSG:116/M475)

Built in Mice """""""""""""" The Alt-arrow keys move the mouse cursor 10 pixels at a time and the Alt-Shift-arrow keys move the mouse cursor 1 pixel at a time. Just try that on any PC and you'll see the advantage of having a built-in mouse!
(L.W.BENJAMIN, CAT14, TOP14, MSG:56/M475)

The "Phantom Typist" """""""""""""""""""""" is a rather interesting bug in TOS, though it CAN be annoying if you're working on something important since you need to reboot to recover from it. What happens is that somehow the keyboard buffer overflows and all of a sudden you start seeing the last few keys typed slowly repeated over and over. For example:

This is the Phantom Typ Typ Typ Typ Typ Typ Typ Typ (and so on)

For me (on the rare occasions it DOES occur), it's usually after I accidentally hit a few keys at once or quickly do a backspace and another key or somesuch. (STEVE-J, CAT17, TOP3, MSG:180/M475)

Mountain QWK """""""""""""" I recently received the Geneva Multitasking AES by Gribnif Software. After a few minor changes, I'm pleased to report that Mountain QWK is now fully compatible with Geneva, MultiTOS, and the Falcon030! I'll be uploading version 1.18 (The Geneva Fixed version) in a day or two, watch for it! (SPEEDO GDOS compatibility was fixed in version 1.17)

Also, Version 4 of The Recipe Box is nearing completion! Things are going well with it, and I estimate a release date around the end of November. (A.WATSON6, CAT2, TOP44, MSG:72/M475)

Speedy ST """""""""" I installed my Turbo 030 today. I'm speechless. The stuff that I have found to be compatible with the accelerator so far just flies! I mean.....It's scary. :-) When I first booted with the puter I was looking at the screen and had to stand back as stuff screamed...I thought something might break. A little like when you speed around a curve. I think I will never look back.

Now I have to figure out what runs and what doesn't. I guess it was like that for people who bought TT's after they had been using ST's for years. I'd sure like for any other Turbo 030 users to let me know of their experience. It might save me some trouble! Many thanks to Jim at Fast Technology. I think my productivity will go up immensly.
(J.BRENNER1, CAT4, TOP11, MSG:94/M475)

>>>>> An ST with an 030 chip is _alot_ different than a TT. THere's a
""""" bunch of circuits in the TT for the extra IO that don't exist in the ST environment. The biggest difference is TOS 2.06 instead of TOS 3.06, so anything looking at the rom ID will not find TT TOS even though there is an 030.

The question is _what_ TT devoted SW is giving you trouble? From there we can figure out the why, maybe ;-)

But the Turbo030 has the TT ram in the same place as the TT has it, an has the same 030 MMU settings as the TT, and should make most SW happy.
(J.ALLEN27, CAT4, TOP11, MSG:98/M475)

STZip Memory Requirements
""""""""""""""""""""""""""
I just realized I had never posted the results of the memory requirements for STZip and Zip Jr, except a little in the Lharc 2.x cat. I don't think anyone is interested in that but me, so here is the "relative" version, no numbers.

The requirements increase for each of the operations in ascending order: verbose, restore, store, explode, implode, inflate, inflate to screen (Jr), deflate (all degrees), inflate to screen viewer STZip (depending on decompressed text file size).

Because of higher overhead, STZip has higher requirements than Zip Jr in all categories. Compression generally requires more than decompression. Both will de/compress with significantly lower requirements at the lesser compression schemes; store, shrink, implode. In fact, implosion requires less free memory than decompression of deflated. There is no real difference in requirements for de/compression of the various degrees of deflation. (M.EASTER, CAT2, TOP26, MSG:161/M475)

ST Fax Programs
"""""""""""""""
This message is meant as a plug for ST Fax programs. I fought with WordPerfect 6.0 (for DOS) for about 2.5 hours two mornings ago, trying to install its fax services. After a few false starts with the 'Install' program, and a few calls to the 1-800 number, I finally got the AUTOEXEC.BAT file arranged so that it would load the fax-driver.

It still didn't work. Another few calls to the 1-800 number, and I found out that with only 2 megs, WP 6.0 will not work with the fax services installed. Half the hair from one side of my head is missing.

Long live Atari. I will stick with a computer that doesn't *need* a 1-800 number. (S.LYSTER, CAT8, TOP14, MSG:11/M475)

How To Internet > 50
""""""""""""""""""""
I can understand why, when addressing Internet e-mail through GEnie, that one nees to add the '@inte#' at the end of the Internet e-mail address... but the Aladdin GEmail 'To:' will not accept addresses over 50 characters long. With the @inet# extender, I have an address for someone in Germany that is 52

characters long... thus I cannot send him Internet e-mail through GEnie.

Is there something I am missing? Please do not tell me to do it manually! ;((S.LYSTER, CAT8, TOP15, MSG:107/M475)

>>>>> Try leaving the TO field blank (or put your own address in it to
""""" CC yourself) and make the first line of your letter read '*TO,' without the quotes of course. This is the same as when a number of people are Carbon Copied (now is that an anacronism or what) they show up on a line that starts with '*ACC'. Doing it this way you should have the full 78 characters of the message area. Charlie/sysop
(ARCHIVIST, CAT8, TOP15, MSG:108/M475)

IDE Drives and Modem Ports
""""""""""""""""""""""""""""

>ICD software will not even format an IDE
>drive! Yes, you can use a ICD
>software on a HDX formatted drive. (I have been doing this on my Falcon
>since I bought it...works great.) I don't think you could get much work
>done on a 85 meg Hard Drive when you use 10 megs per stereo minute.

The latest (6.2.4) of the ICD PRO utilites WILL format IDE drives. I recently installed it on my Falcon and it works fantastic! Hats off 'again' to those guys at ICD! My understanding, the 6.3.x version that will be released will also support Master and Slave IDE drives as well! From what I understand, there is room within the Falcon to install an additional 2.5" IDE drive, thus Master/Slave drive! If you want the BEST hard drive utilities for your ATARI computer, get ICD's, you will NOT be sorry. Built in disc cacheing, fix for the so called 40 folder bug and all.

Interesting note:

Just wanted to pass this information out to you all. (It may already be known to majority, but I found out on my own) I had read a message not long ago on here, about the RS-232/Serial problem on the Falcon. Well, it's not really a problem, but an enhancement (in my opinion)

The Falcon030's is dual compatable... somewhat. That is, it supports the Mega STE/TT port 2 or has simular qualities. It also has the ST standard... only somewhat, and although I am not a electronic wizzard or techno inclined, it's probley the reason why the Aladdin software does not work on the Falcon. Anyway off to what I had found out.

I have Stalker, but I am sure other telecommunication programs which allow you to switch 'ports' will have the same results. (By the way, I'd like to know what other software will allow you to do this) I switched to the Mega STE/TT modem port 2 and saved the configuration, dialed out and it worked fine. I then went back in and reset a few other things to include selecting that the modem sets DCD properly and also selected Drop DTR and it all works fine now!

Now for another test... I went ahead and reset all the boards that I call out to to the Baud Rate of 38,400 baud! I called out and low and behold, it worked! I had a connection of 14.4k baud v.32bis/v.42bis DCE speed and a 38.4k baud DTE speed! Never had thought that you would beable to break the 19.2k DTE speed on a stock ST/STE and even the Falcon without a hardware modification. I just recently discovered that I was wrong. I tryed uploading, downloading just to make sure and it works fantastic! I d/led an 147k ASCII file (not compressed) at got over 2600cps rate using

Zmodem 32bit CRC! If not anything, I hope this enlightens some of you new falcon owners to some useful information, and not the same boring stuff.
(R.BENNETT7, CAT14, TOP41, MSG:66/M475)

How Many on the Root Directory? This limit of root directory entries is not an Atari invention. :) It's the way all drives, hard and floppy, work. By the way, my original SH204 manual has an excellent section on the root-directory limit, so Atari hasn't been keeping this secret.

The root directory is located in a fixed-size area on the disk. Depending on the disk type, the disk may have anywhere from 64 to 512 slots for root-directory entries. You may have noticed that some floppy formatters let you specify a non-standard number of dirrectory entries; on one of the formatters, this is called "Minfat" or "Minifat," referring to a smaller File Allocation Table entry for that floppy; this lets you put more data on the disk while limiting the number of entries that can go in the root, since it frees up the actual data space slightly.

This entire matter has never, to my knowledge, been looked at as a genuine limitation, for a very good technical reason: A disk with hundreds of root directory entries forces the operating system to slow down quite a bit when it reads the disk. Folders that are tucked away inside other folders (or one level down in the root) aren't polled by the OS during a standard disk read, but the root directory is always logged in.

Having your files inside folders also provides better organization on your disk. And the old limitation of eight nested folders that make life a little difficult under the older TOSes is not present in 2.06/3.06/4.xx, so you can nest them (for storage, at least) as far down as you like. Many applications will have problems finding files that are nested past eight levels, but you won't have a problem storing them 'way down there.
(A.FASOLDT, CAT4, TOP39, MSG:174/M475)

GEM Environments Although the GEM environment is usually considered to be a place to store paths, it can do a lot more. Here are the basics:

The environment is an area of memory set aside for use by the operating system for any purpose whatsoever. (This point is lost on a lot of programmers who assume that the environment only handles paths.) The environment stores variables, short strings of characters, placed into that area of memory by an environment manager. NeoDesk has one built in, as does HotWire, and many command-line interpreters (CLIs) do, also. There are also some separate, stand-alone utilities that do this; the best is GEMENV from Ian Lepore.

An environmental variable has two parts. The first is the name of the variable and the second is the string assigned to that variable (the contents of the variable, in other words). Examples would be "TEMP=C:\TEMP" and "TOSRUN=C:\BIN\FOO\TOSRUN.PRG." The first assigns a location for temporary files for any application that makes use of the TEMP variable, and the second tells the operating system that any time a TOS application is launched, a TOS manager named TOSRUN should be run first.

The environment can also hold such strings as "BLINKCUR=ON" and "FAXPRINT=INTERNAL" and so on. There is no limit to what such variables can

represent.

The PATH variable is usually separate, and tells the OS and all PATH-savvy applications where they can find their related data and resource files, and it also tells shells (especially CLIs) what locations to look through when given a command. For example, if the PATH statement reads "PATH=C:\FOO,C:\BAR,D:\MUNG,E:\WHICH\FILE," and an executable file named "GOTCHA.PRG" is located in E:\WHICH\FILE, typing "gotcha" at the command line of a CLI that is located in, say, the C:\ directory will tell the CLI to look through C:\FOO, then C:\BAR, then D:\MUNG, and finally E:\WHICH\FILE to locate "GOTCHA.PRG" in order to run it.

In my own setup, my path when using a CLI has "D:\SYSTEM\BAT" listed first, so that the CLI looks first to the location of batch files. This makes execution very fast, since I have dozens and dozens of batch files that handle everything. (The batch files themselves may even set new PATHs and then reset them upon completion.)
(A.FASOLDT, CAT17, TOP19, MSG:99/M475)

Math Coprocessor 'Standards'
""""""""""""""""""""""""""""

Just because a program "supports a math chip" does not mean it will support a 68881 added to an 68000 ST. I'd guess most of the programs mentioned support a math chip on a 68030 such as the SST-30 or Turbo-30. The Motorola 68020 and up supported a true co-processor with handshaking between the chips so the 6888x could execute math instructions. ATARI introduced a "standard" for attaching a 68881 to a 68000 as an I/O device. ATARI, CMI, and JRI? produced boards that used this method, I own a CMI. The only program I found that used that "standard" was the ATARI demo that came with their board.... I heard rumors that DYNACAD supported an I/O based math chip. The 68030 method of using a co-proccessor is a true "industry standard" (read non-ATARI), even MAC programs running under Spectre recognize my SST-30's 68882. (LEOTAYLOR, CAT4, TOP27, MSG:16/M475)

More ST Video Info
""""""""""""""""""

First, you don't need a video card to view all three ST resolutions if you use a monitor that can handle the output from the MSTe's monitor port. The one that most Atarians prefer is the NEC 3D, still available as a new model, selling for about $350-$400. No other monitors that can be purchased new can handle the ST's output. (The problem is not with the ST; it's with the industry, which has moved away from the technical specifications that the ST requires for its monitor. I'll be happy to be more explicit if you'd like.)

The 3D will show ST Low, ST Medium and ST High on the same screen. You need a fairly inexpensive monitor connecting box to hook up the 3D.

To view any other modes, you need a graphics card. The MSTe has a VME (European-standard) bus that is accessed by taking off a cover in the back of the computer. A VME card slides right in, in a job that takes about three minutes. (One minute to do the installation, and two to spend wondering if you've actually done it right since it was so easy to do....) A "bus," by the way, is a set of signal lines connected to the computer's innards.

I am partial to the Crazy Dots II card, since I own it. It takes advantage of the industry-standard Tseng ET/4000 graphics accelerator chip. (What Hayes is to modems and Seagate is to hard drives, Tseng is to graphics ships.) The CDII card can also be purchased with the NVDI system

accelerator, which combines NVDI's already impressive screen speedups with the ET/4000 chip's hardware routines. The result is the fastest Atari graphics routines in the business.

Other cards may offer similar (if less speedy) advantages.

With a modern multi-synchronous monitor, a good graphics card can supply these basic resolutions on your MSTe:

- o 320 X 200 X 2, 4, 16, 256 or 32,000 colors. (ST Low)
- o 640 X 200 X the same range of colors. (ST Med)
- o 640 X 400 X the same range of colors. (ST High)
- o 320 X 400 X the same range of colors. (TT Low)
- o 640 X 480 X the same range of colors. (TT Med, VGA)
- o 800 X 600 X the same range of colors. (Super VGA)
- o 1040 X 768 X 2, 4, 16 or 256 colors. (Extended VGA)

In addition, the CDII card, when used with a high-quality monitor, offers these resolutions:

- o 1280 X 960 X 2, 4 or 16 colors (TT High)
- o 1600 X 1200 X 2, 4 or 16 colors (CAD-CAM standard)

A Super VGA monitor is required for all resolutions greater than 640 X 480. Nearly all monitors sold today are SVGA or better. Monitors that are capable of a maximum resolution of 800 X 600 (such as the NEC 3D) can usually show 1040 X 768 in an interlaced mode, in which the monitor does not have to draw every line in one pass. It draws the odd lines, then the even lines, then the odd lines again, and so on. In some situations, interlace mode is fine, but it is unsatisfactory for word processing and similar uses.

You do not need an adaptor if you buy a graphics card and an SVGA monitor. All you need is a standard VGA monitor cable, which usually comes with the monitor. (A.FASOLDT, CAT14, TOP14, MSG:120/M475)

<<<<< The 3D has good and bad points.
""""" GOOD:

- Doesn't cost much ($360 or so from a discounter).
- Has a two-year warranty.
- Can be bought directly from NEC (for $399).
- Has an excellent picture quality in every respect (color, sharpness, saturation).
- Works in all ST modes.

BAD:

- Cannot show resolutions higher than 800X600 without interlace. No one who uses a monitor for more than occasional viewing can work with an interlaced screen without discomfort.
- Does not have a so-called "flat square" screen. (These are neither flat nor square, just like a 2X4 piece of wood is neither 2 inches nor 4 inches, but such screens are superior to the older, rounded designs like the 3D uses.)
- Inability to handle high refresh rates.

As you can see, the three drawbacks are not major, if you plan to limit your use of the 3D to 800X600 or lower and do not mind an older-style display.

Yes, the 3D works very well with graphics cards such as the Crazy Dots II. The CD II even comes with a factory configuration for the 3D among its many options.

Personally, I'd look for a more modern monitor, one that will show at least 1024X768 without interlace, and that has a screen size of at least 15 inches. The NEC 3D's 14-inch display is OK for 800X600, but the extra inch of diagonal measurement of a good 15-inch monitor such as one of the MAG or ADI models translates to *much* more viewing area because the image can be taken right to the corner; this cannot be done on the 3D.

The ADI 4x, which is the current version of my ADI 4A, should sell for about $430 to $450 (the "x" varies; it could be "E" or "G," depending on the availability). ADI is the original equipment manufacturer for Dell and Compaq monitors, and is now selling its monitors under its own brand as well.

The advantage of high refresh rates (the speed at which each screen is redrawn) shows up as lessened fatigue. I use a Super VGA monitor at 1024X768 for 10 hours a day at the office and my ADI for four to seven hours a day at home. The office monitor tops out at 70 Hz refresh, while my ADI will go to 88 Hz. On the ADI, the picture looks like a solid, glossy printed page, extremely stable and clear.

(A.FASOLDT, CAT4, TOP34, MSG:87/M475)

<<<<< You are right. If I am in 1024X768X256, I still have only 16
""""" colors to work with in most apps that are not specifically designed to handle the extra palette.

It's not the color support at the desktop level that drove me to the graphics card; it's the support for high-resolution displays. I need the extra screen real estate.

Crazy Dots II is (I think) $800. Many, many programs make use of the higher resolutions. To name some: Atari Works, Aladdin, STeno, Storm, STalker, Flash II, Edith, Calligrapher, Everest, STraight FAX!, 1st Word Plus, MultiWriter, NeoDesk, TeraDesk, Geneva, GEM-View, Studio Photo and on and on.

Basically, if the application is written properly, it accepts resolution increases just fine. That's been built into the Atari since 1985, but has not been appreciated widely.

(A.FASOLDT, CAT14, TOP14, MSG:141/M475)

OUCH! Most 2.5" hard drives will handle 10gs of shock while running and
""""" 100gs while powered down. Just don't drop it on the floor while it is powered on. :-)

(ICDINC, CAT14, TOP41, MSG:117/M475)

>>>>> Here's some advice, but use it at your own risk.
""""" Background: I leave my HD's on all the time too. There are four, a MegaFile 30, and SUpra 30, A ToadFile with 80M Seagate and a Syquest.

Before leaving on a recent trip to Florida, I powered down the system. WHen I returned and powered up, the Supra and the Seagate would not spin up. In the past I was able to get them to eventually spin up by powering them on and off 20, 30, maybe 50 times, rapidly. FOrget it. This time they were El Stucko Primo. I opened them, looking for a spindle to turn.

Nada. So as a _last_, VERY Last, resort- I gave the mech a good shot on the edge of the desk. It spun up when I turned it on. I ran D. Edge on it and all was well. I gave the other a good shot. It would now spin up. Ran Diamond Edge on it and it too was fine. Both have been powered up since August now with ZERO problems. I have not turned them off. Your mileage may VARY. Again, take this advice AT YOUR OWN RISK.
(T.MCCOMB, CAT4, TOP10, MSG:202/M475)

NEWDESK Reading Order
""""""""""""""""""""""

Yes, BEFORE the entry means, actually, BELOW it in the NEWDESK order. The file is read from the bottom up. (!) (A.FASOLDT, CAT2, TOP6, MSG:198/M475)

Banner Mania
""""""""""""

Mike, pretty close on when the banners reset except that it happens at 5 PM EST, an hour before Prime Time ends and most people log on. Yes, the short banner or 'club door' is shown every time you enter the RT, and if any of the banners are changed or reset after 5 pm. That, for example, is how the 'RTC in progress' notices are put up; they are actually a third or fourth banner that is turned on, and thereafter display. For example, say it's monday. If you enter the RT after 5 PM EST you see the short banner + long banner the first time you enter, then only the short after that. At about 9:50 that night the RTC sysop activates a seperate banner with the RTC in progress notice; if you enter at that time for the first time of the day you will see the short banner + long banner + special banner. If it's your second visit of the day you'll only see the short + special banners. After the RTC is over the sysop deleats the special banner and, again, you only see the short one.

Using the banners is always a tricky decision for us. On the one hand, they are about the only way we can reach a lot of users who don't enter the BB with important information. (A lot of users never enter the BB and only use the RT for the Library.) On the other hand, they are a kind of 'in your face' communication and we obviously can't put everything of interest in them. Thanks again for everyones input on this! We do want to hear your thoughts anytime you want to share them.
(ARCHIVIST, CAT1, TOP5, MSG:122/M475)

CD ROM Popularity
"""""""""""""""""

If enough Atari users had CD-ROMs, we'd see all sorts of data and software published for CD-ROM on the Atari. What's needed are two things that must happen first:

- A CD-ROM driver that goes into the auto folder and makes the CD-ROM look like a large hard drive to ICD software.
- An affordable CD-ROM drive.

The second has come true, although we'd all like to see one that is at least 4X speed and costs no more than $25. :) As for the first, does anyone know if there is a simple, workable CD-ROM driver for the ST, TT and Falcon? One that doesn't need MultiTOS or MiNT?
(A.FASOLDT, CAT4, TOP19, MSG:170/M475)

High Speed Modem Settings
"""""""""""""""""""""""""

Once you get past a certain bps rate, you are dealing with the oddity of TWO communcations rates - the rate that the modem is nominally operating at, and the rate that everything comes into and goes out of the serial port. The first rate is the modem baud (or bit per second) rate, and the second is the

computer's serial port rate. Because all high-speed communication must use what is called hardware handshaking to succeed, the computer and the modem are always talking to each other and managing the flow, and that means the two rates do not need to be the same. In fact, they MUST be different.

This comes about because at high speeds and using modern modems, the information going back and forth from modem to modem is compressed. If the modem's bps rate is expressed as 14.4 kbps and the modem is using compression (it will, by default), the actual rate of data transfer is as much as four times that rate. In other words, the data will be moved at a rate of 57.6 kbps (kilobits per second).

This can only happen, of course, if your computer's serial port is set to that rate. Atari serial ports are plenty fast in MSte and TT models (I don't know about Falcons), but the ST and STe do not support speeds quite as high. So all you need to do is set the rate to the highest your communications software will allow (19.2 kbps, for example), and let the hardware handshaking take care of the rest.

By the way, hardware handshaking is also called "RTS/CTS," meaning "Request to Send/Clear to Send." You'll see that in Flash II, STalker and STorm, among others.

(A.FASOLDT, CAT8, TOP4, MSG:27/M475)

SLM Driver Memory Requirements
""""""""""""""""""""""""""""""

The SLM driver doesn't "leave" any memory available for program space. It has no idea how much memory is used by anybody. In fact, most SLM drivers are particularly ill-behaved when it comes to memory shortages.

It's the other way around. If you want to print to an SLM printer, it's up to the _user_ to make sure there is enough memory. To print to the SLM requires about 1 meg of memory available for the printer driver at the time of printing. This is not only a GDOS requirement. It applies to any program which prints to the SLM printers.

That's because the page image is constructed in the memory of your computer and the printer sends it directly to the paper using the DMA (Direct Memory Access) port. Think of it as a large screen display in memory with dimensions of 2400 x 3180 pixels. This gives you 7,632,000 dots and at 8 dots per byte it takes 954000 bytes. There's no way around this. You need 954000 bytes plus space for the driver code when you print to the SLM.

If you forget this and install too much resident software, you'll have problems, which are complicated by insufficient error checking and no alerts. (J.EIDSVOOG1, CAT14, TOP20, MSG:123/M475)

Voted 'Most Popular'
""""""""""""""""""""

Yeah, yeah...today you're saying "Send me a Jag so my kid can test!" but you forget, I'm a Dad too! We've had a couple of Jags here over the long weekend. It was hell to get the kids to do anything that didn't involve the Jaguar. On the bright side, they are more popular than ever, I don't worry about where they are, and suddenly, I'm meeting ALL of their friends!!! :)

The down side is that Shaun was up to 4:30 AM playing Cybermorph, and then slept past noon today. Getting him out the door for school is going to be quite a chore! He also had the audacity to come in at 2:00 AM (he

thought heard me up) to ask where the hint sheets/code sheets were. I'm proud of the fact that I didn't kill him! :)

No, no, no...our relationship is too important for me to unleash this kind of terror on your life!!!!! Shall I send it to the office instead? <grin> (BOB-BRODIE, CAT11, TOP9, MSG:10/M475)

Key Combo Standards
""""""""""""""""""""

The standard is Control-X, Control-C and Control-V. Apps that use Alt were developed before the standard became clear.

Calligrapher can use the Control combinations instead of the Alt ones. Just remap the keys using the supplied utility. All Windows apps use Control-X, Control-C and Control-V, and using the same ones on the Atari makes life a little easier for those of us who need to deal with Microslop products. (A.FASOLDT, CAT14, TOP20, MSG:151/M475)

>>> HOT TOPICS <<<

~ Too Hot To Handle, Almost ~

Clones and Beginners
""""""""""""""""""""

Being one of the "lurkers", I thought I'd come down from the bleachers for a while and join in with this discussion. About 1 1/2 years ago, I knew nothing about computers. The first one I bought was an Atari, partly because I wanted to learn music publishing, not computers(ie. didn't want to have to slog through the "How to" DOS phonebook-size manuals). With hardly any help, I was able to get "up and running", OK, I did read a few pages from the Mega STe manual, and eventually bought one of Ralph Turner's books, but otherwise, I just jumped in. When I wanted to get into modeming, I just plugged one in, got a terminal program and with a bit of fiddling to get the proper commands to dial, I was "up and running" again. When I wanted to add MIDI, I just plugged in the keyboard. It's not quite that easy on the DOS platform.

For example, a friend of mine had a 286 and used clones at work frequently. His son had an Atari. I picked up a cheap modem for them one day and brought it over. First we hooked it up to the IBM. We tried dialing through the Windows Comm program. The first thing we noticed was that the mouse went crazy. We couldn't type commands to the screen...the dialer wouldn't dial, etc. We took it over to the Atari, plugged it in, and in a few minutes were on-line. My friend eventually did solve the problem, but not without some difficulty. I realize that there are some great programs available for all computer platforms, and once you're in the program, it doesn't really matter what machine you're using...but as for basic operating system functions, DOS is definitely harder. Like one friend said, who went from Atari to DOS: "With DOS, everything is perfect, and nothing makes sense!" Here's another illustration. I picked up a cheap 286 laptop to use at work. This is the first clone I've ever had. It has 1 meg of RAM, but I can only use 640K. How do I access the other 360? I had a menu program which allowed a background picture. I went to load the picture and the message came up: "You need expanded memory to use this function". What in the world is "expanded memory"??! I tried to read up on it, but the technical language used to describe it is formidable. With the Atari, memory is memory! If you've got 1 meg, you use 1 meg! No

expanding or extending required!

Having said all that, I really don't have too many qualms about using clones. I'm sure with a bit of help one can learn to work with these initial difficulties, but until that time comes, I'll be content with what I have. In this case at least, "ignorance is bliss"!
(F.ZIMMERMAN3, CAT14, TOP5, MSG:74/M475)

TurboDOS Safe? I guess the question you have to ask yourself is "How much do I value the data on my hard disks?" If the answer is "a lot" then you should never ever put TurboDOS in your system. It is flaky and doesn't always work correctly. I know that when I was at Atari, Allan Pratt dissected TurboDOS (for those that don't know or don't remember, Allan Pratt was Atari's GEMDOS expert and was responsible for the much more robust versions of GEMDOS that you find in TOS 1.04 and greater. He is now working over here at Taligent) and found numerous bugs and problems that could crash hard disks and destroy data. This is one of the reasons that Atari stopped AtariFrance from distributing it.

Anyway, I didn't want to get into a lecture or anything. Just wanted to give you my opinion. You can take it or you can ignore me. Lots of people do already ;-)
(TOWNS, CAT14, TOP6, MSG:63/M475)

Poor Marketing Choice I am sitting here with check in hand ready to buy a Falcon and I will have to make an overnight drive to find one...

or...

Order one from Toad or a West Coast dealer and pay $100-150 extra in shipping - for a computer that Genie doesn't even mention in its Livewire system accesibility.

I just logged onto Compu-Store and spent a few bucks seeing if they might not carry the Falcon, and lo and behold, they don't carry any of the Atari line. Not a Mega, a Stacy, A Book, o TT, nothing. I love my (very) old Mega 4 so I'm certainly not Atari (computer) bashing, but I want a Falcon and I should be able to get one! Jeez, if I can't find one how can anyone who isn't familiar with Atari computers find one?

Are we really sure that Atari Corp. wants to sell computers...?
(B.CARRIER, CAT18, TOP23, MSG:144/M475)

The Atari Laser Printer Crisis If you own a Falcon (like I do), you may be interested in what my dealer (ATY Computers) told me today. Apparently, due to lack of demand, the possibility of an adapter to allow us 804/605 owners to use our printers with the 'bird' is now a DEAD issue. Not from Atari nor any third-party developers, despite rumors to the contrary. My dealer has rarely been wrong, btw...

This, for me, represents the 'straw that broke the camel's back.' I would simply have NEVER bought a Falcon if I hadn't been assured by Bob Brodie, among others, that we Atari laser printer owners would be 'taken care of.' I make my living in the music business, but do all my DTP and

music printing on my trusty SLM804. There's simply NO WAY that I plan to add a new laser printer to my 'wish list' of hardware/software add-ons needed to scratch the surface of the Falcon's potential!

It's time for ANOTHER platform! I'll keep my 1040 and sell this 'dead duck.' Enough is ENOUGH... See ya, Atari!!!
(M.STEFANI, CAT14, TOP11, MSG:85/M475)

>>>>> Purchasing any product based upon "promises" of future accessories
""""" that will make the system functional for your particular needs is risky at best -- on ANY platform. Manufacturers (all of them, not just Atari) love to hype the "potential" of a new product. Here in the real world, nobody can buy what simply isn't available. It's always a good idea to keep that in mind, and don't get caught up in the excitement of something 'new'. Those of us using computer equipment as tools for business applications, especially, should really totally ignore the hype of 'soon to be available' items in our purchasing decisions. If they're not yet actually available, they simply don't exist, and businesses cannot function on tools that don't yet exist.

As for your decision to switch platforms rather than purchase another laser printer that will work with your Falcon, you really should take a coffee break and rethink that one. I can understand your frustration, but emotional decisions are rarely good business decisions. That would be like 'Cutting off your nose to spite your face' as changing platforms would STILL require your purchase of another laser printer, as well as having to purchase and learn how to use all new software as well. That loss in productivity cannot possibly be advantageous to any business.

Perhaps, next time you actually NEED more computing capability would be a better time to consider alternative platforms.
(S.WINICK, CAT14, TOP11, MSG:87/M475)

Falcon POV Holdup
""""""""""""""""""

I have here in my possession a '030 compatible POV 2.0, all that remains is to knock down a few minor bugs and polish up the docs. However, from the tone of your posts I have decided that I will not make this version available as I do not want to have to support someone like you. Your foul language, name calling, and just plain rudness have ruined it for others that may also be looking for a Falcon version. I'm sure that someone else will release one and have to put up with you, but I won't.
(G.E.M., CAT7, TOP22, MSG:105/M475)

Aladdin Falcon Support
""""""""""""""""""""""""

>>If ya ain't part of the solution! Wake up
>>G.E. I hope if Keith gets it to work 100%
>>that Genie would either buy or license the patch or fix it in version
>>2.0 that doesn't seem to want to be released any time soon.

There is no magic to making Aladdin work on the falcon, I have all the information I need. Keith's patch will be less than 1K. In order to add native support for the Falcon, we need GEnie's aproval and funding. GEnie feels that the ROI is not there. There are several problems that _could_ be caused by a patch program, and will not support them if they occur. I have faith that Keith will do a great job, and there should be little if any problems.

I also talked directly to Keith, and forwarded his message to the

"right" people, to approve the release of his patch. You have myself and GEnie to thank for making that happen.

re: 2.0. Nobody wants to release it more than GEnie and myself, it just cannot, and will not be released before it is ready on both sides (GEnie and Aladdin). Aladdin 2.0 has been "finished" for a long time, (over a year), however there are other issues have to be resolved before it can be released. (TIMPURVES, CAT2, TOP4, MSG:73/M1000)

TT Lover """""""""
Macs aren't crippled, but they're slow, compared to the system throughput you get from an ST, TT or Falcon with the same speed chip. They're also difficult to program for, have stupidly split files, are relegated to an outmoded operating system in the way they do multitasking (Geneva is far better, and it works on ANY atari), and have a totally dumb single-button mouse.

On days when I *must* use a Mac, I come home to my TT with relief. This is made even more pleasant by the addition of my Crazy Dots II graphics board, which makes the Mac's display look like Simon LeGrump designed it. (A.FASOLDT, CAT4, TOP44, MSG:69/M475)

Unknown AHDI Version! """""""""""""""""""""""
Brad Suslovic got AHDI 6.061 from Delphi and uploaded it here, but I don't know who uploaded it to Delphi. The version date of AHDI 6.05c is May 26, 1993. The version date of AHDI 6.061 is July 17, 1993. The file that Brad uploaded contained only AHDI. No docs, no HDX. I'd like the official word from Atari as to whether this is an authorized version, before I risk my hard drive using it. (FAIRWEATHER, CAT14, TOP9, MSG:54/M475)

>>>>> """""
I checked and 6.05c is the last version that went to manufacture, and the latest version being worked on is 6.06. No one has any idea what 6.061 is or where it came from. I would suggest not using it. (D.MCNAMEE, CAT14, TOP9, MSG:55/M475)

Official Jaguar Dealer? """""""""""""""""""""""""
A friend of mine called earlier stating that he had spoken with a co-worker of his who is attending COMDEX show in Las Vegas. The Jaguar is being shown in the IBM OEM booth, and they have about ten - twelve Jaguars on display showing appx seven titles. (Tempest 2000 was not shown. Apparently Atari is going to release Tempest with an analog paddle controller as sort of a 'classic arcade' package.)

I'm not sure if I got this part straight or not, but apparently Atari has managed to steal a lot of developers from 3DO, Sega, and Nintendo. Most of these are as-of-yet-unannounced, but I would imagine that COMDEX would be a good time for Atari to roll out the big guns and start hammering away at the competition. (Keep your eyes open for press releases, guys.)

Apparently Atari has signed Babbages on as 'Official Atari Jaguar Dealer', and as such has earlier access to the machines. (Another friend called a local Babbages and they indicated that they would have machines in the Dallas warehouses tomorrow. 11-16-93)

About the games - The individual was reportedly extremely excited over the visual aspects of Crescent Galaxy. In the ST RT, someone mentioned that Crescent Galaxy has three layers of parallax scrolling. The

music is reported to be stunning with photo-like graphics.

Cybermorph has some very interesting sound options - apparently you can configure the sound level of any of the sounds; whether they be FX, the main music score, or the sound of the computer face in the corner of the game. Also, you can save high scores on the cart. Up to ten scores are saved.

That's all I can remember for now. Feel free to comment. (No flames...)

Re: "Shipping on the 15th"

I guess I'm not quite looking at this the same way as you folks, but when I read that Jaguars are shipping on the 15th, I see that as 'Jaguars are shipping from the IBM plant on the 15th'. Remember: Atari never gets their hands on these babies. IBM handles all aspects of chip sourcing, manufacturing, QA, warehousing, and shipping. When I see that the Jaguars are shipping on the 15th, I look four or five days down the road to when they will show up at distributors, and Babbages warehouses... Just a thought. (C.CASSADAY, CAT14, TOP45, MSG:106/M475)

Atari's Second Chance

At least Atari isn't under-selling the dealers. I like the idea of Atari selling the units to people that do not have access to these stores in the test market area. It appears that most people are optimistic about the Jag but, a few of them cannot see the future because the past is clouding their vision. I think people will be singing a different tune when the major production hits and there is a vast inventory.

I haven't felt good about Atari in a long time but, I feel it will be different this time. Maybe not for the computer market of Atari but, I believe that will come when they have more capital to work with and feel that the Jag will bring in this much needed capital. They definately need to start pushing their computer line more.

It is WAY to early to start bashing Atari. The stores haven't even started selling them yet and people are already starting to bash them. Sheesh!!! Give the a chance will ya. Wait until the major production hits and the units are on the shelves in numbers and selling like crazy (or it bombs and Atari screws up) before bashing them or praising them.
(R.WATSON15, CAT14, TOP45, MSG:150/M475)

DOS and Atari Memory

DOS addresses 1 meg, not 640K. The area between 640K and 1 meg is populated with an assortment of things, including blank memory, ROM and video memory. (I realize you know about this, but others reading our posts probably don't.) Because IBM and Intel decided to make everything since '80 backward-compatible (the single worst decision in the PC world), all versions of DOS stick to the same mistake, and can't address any memory past 1 meg. (Actually, the current limit for DOS is 1 meg plus 64K minus 16 bytes, having to do with a quirk in the address-line scheme.)

The ST normally can address only 4 megabytes. The TT can address 10 megabytes of ST RAM and many gigs (billions of bytes) of TT RAM. The TT is not limited in any physical way to addressing 16 megs; all you do is slip in a different TT RAM board. Mine is on order.

As for expanded memory, it operates on PCs through a "window" in regular RAM in which the memory in that area is constantly remapped to memory that is above 1 meg. Very, very few normal applications can use it. Extended memory is linear, and Windows uses it just fine. This comes about through the design of the '386 and '486 processors. But very few DOS apps make use of extended memory.

The ST and TT memory mapping is totally linear. I can keep loading applications and desk accessories into my ST or TT without fear that I am exceeding some sort of 1980 limit, and without worrying about which memory manager is handling which odd block of stolen video-display memory. The scheme used by PCs is a testament to Mungology and to utter craziness. The fact that there are millions of PC users and only hundreds of thousands of ST and TT users simply indicates that the operating principle of the lowest common denominator once again is at work in our society. Judging from the letters I get each time I mention the way Macs, Amigas and STs handle memory, a great proportion of those PC users would not have blundered into the world of Upper Memory Blocks and High Memory Areas if they had known there was a better way.

(A.FASOLDT, CAT14, TOP20, MSG:104/M475)

Jaguar on TV...
"""""""""""""""

All, Saterday I saw a show that was on CBS "Newest Hi-tec toys" and low and behold they showed the Jag! They spent 1-2 min showing Cybermorph, not up close tho, and the announcer tryed to explain 64 bits. I did see the green head appear an say "Well Done", and it was in an FAO Shwarts, and there was plenty of Jag boxs in the shot. I also have it on tape.

(B.AEIN, CAT14, TOP45, MSG:175/M475)

...and in the Movies!
"""""""""""""""""""""

I saw a movie last night (Joy L. Club) at the large Century theaters in San Jose, CA. Before the movie started large pictures of the Jaguar, Jaguar games, and its capabilities where displayed on the huge screen. I almost spilled my drink on my date! She didn't seem to be as excited as I was about the Fuji logo being shown on the big screen... Anyway, it turned out to be an employment ad for senior programmers, etc for Atari in nearby Sunnyvale... It has been a LONG time since I have seen Atari advertise employment ads in the Silicon Valley!

(W.FAANES, CAT14, TOP44, MSG:175/M475)

The Nerve!
""""""""""

> "When people stop pirating..."

I thought it was really funny last week when a couple of friends at work were complaining about an OS/2 shareware program (about $75) which timed out and quit working after the 21 day trial period was exhausted. Rather than pay the fee, one of them had downloaded a new copy, which also didn't work. They were upset that the author had, apparently, written something, somewhere to the hard drive without their "permission." The nerve of that author! I enjoyed every second of their frustration.

(P.MORALES1, CAT18, TOP7, MSG:178/M475)

Jaguar Video Cable Explained
""""""""""""""""""""""""""""

OK, the quick rundown on cables. In order of increasing picture/sound quality, we have R/F (which hooks up through the antennae <sp?> jack and thus goes through the tv's tuner circuitry). This is sort of the baseline system. It works on pretty much any tv. I'm not sure if you can get stereo sound

when using an R/F cable. You don't with the Jag, as far as I can tell.

Next we have A/V which goes in through designated RCA style A/V jacks, and which your receiver probably has, if not your TV. When using A/V inputs, whether for a game, a VCR, a laserdisk, or what have you, you are circumventing the tuner electronics, and using your TV as a monitor. This results is a better picture, and better stereo sound assuming you have stereo audio inputs (which again, I'm sure you do). Also, with A/V, you can run the video to your tv and the audio straight into your stereo system for that pounding base <g> or, in the case of certain Super Nintendo games, Surround Sound, even.

What is presumably the ultimate is S-VHS. (Super VHS) This is an input designed for <surprise> Super VHS VCR's. It is supposed to offer increased sharpness and resolution <?>... To be perfectly honest, my TV has a S-VHS input, but I've yet to have a reason to use it, so I haven't really investigated it. Both the Jag and the 3DO are offering S-VHS cables, though, so I have to assume it is a pretty established standard for inputs. A S-VHS uses a din plug input (you know, one of the round ones... like the jack on your keyboar..., er, sorry, I'm not in pc land, am I? <grin>)

Someone will be doubt come along and give you better data than this, but basically what you need to know is that you want to use S-VHS inputs if you have them, or else A/V inputs. If you are just totally out of luck, you'll have to use R/F inputs. Oh, and the 'autoswitching' term refers to the R/F cable only. The original R/F cables had a little switch box on them, which changed the input from the antennae to the video game. These days, the more advanced R/F cables do this automatically.

More than you ever wanted to know, eh?

On to Jaguar availability. For those of you itching for a Jag, I just hooked up a friend here on GEnie with a Jag through Nobody Beats The Wiz (an electronics store in the North East). Their # is 1-800-253-0186, and they took care of him via mail order. He should have his Jag by the middle of next week. You might want to give them a try. -The Jaded Gamer

PS I've been accused of being a whiner and a doomsayer by some of the more strident pro-Atari supporters here on GEnie. So far, I've bought a Jag, 'lent' credit on one of my credit cards for a friend to buy a Jag, bought and shipped a Jag to a friend (his $$, I was just the broker <g>) in the midwest, hooked up the aforementioned friend here on GEnie with the Wiz so he could get his Jag... I'd like to know how many units my opposition has had a hand in purchasing. <grin>

(PAS.JPD, CAT26, TOP2, MSG:53/M475)

And Now From Our Home Office...

== TOP TEN REASONS TO STILL CHOOSE AN ATARI OVER A MAC ==

10) Just one model in production (Falcon) makes selection a 'no-brainer.'

9) Tramiel's multimedia computer development in a 'class by itself.'

8) Still sports the largest collection of 'masochistic' programmers.

7) Less time wasted reading thick, glossy monthly periodicals.

6) No portability 'problems' due to no portable notebooks or laptops.

5) Extensive collection of 'two' games available for the amazing Falcon.

4) Limit of one dealer per metropolitan area promotes close friendships.

3) One-piece design featuring 'mushy' keyboard way ahead of it's time.

2) Ergonomically-placed joystick ports good practice for fumbling & cursing.

1) Who really needs all those CD-ROMs anyway?
(M.STEFANI, CAT18, TOP22, MSG:17/M475)

>>> WHAT'S NEW <<<

~ New and Improved ~

Cubase Audio Falcon is Out!

I'm make this message brief as I'm having to much fun with my copy!! To quickly dispel any rumours:

It WILL DO EIGHT tracks DIRECT TO DISK via SCSI. It does record at 44.1 (via the included crystal). It includes a great time/compression expansion program, and has built in effects!! It shipped out from Steinberg USA a couple days back so dealers should have it any day now!
(C.FLUEGEL, CAT14, TOP41, MSG:183/M475)

That's Write 3

I have started using That's Write 3 for some serious writing during the past week. It is absolutely _fantastic_! I am running it on a TT030 4/4 monochrome system, with a LaserJet 4 printer. The 600 dpi output is superb. The Speedo fonts are as good as the internal fonts in terms of print quality - although they are slower to print out. Most of the time I have it running under Geneva. Works really well most of the time, although there are a few rough edges to be smoothed out in the interaction of the two. Right now I have Aladdin, TW3 and EdHak all loaded at the same time. Makes moving between documents a breeze! So far I have only used it for task switching rather than true multi-tasking, but even for that limited use it is now a must-have part of my system.

Robert, I will undoubtedly have a number of questions and comments as I become increasingly familiar with TW3. In general I will try to post comments that have to do with the interaction of Geneva and TW3 in the Geneva topics and those that have to do primarily with the operation of TW3 itself here. There may be some overlap, but I assume most people will be monitoring both topics anyway. I hope my experiences can be helpful to others, and I look forward to learning from theirs.

Some observations/comments from my usage so far:

>18. I haven't yet used That's Write 3 with Warp 9 installed. I am hopeful
>that, between the new versions of each program, the problems have been

>fixed. I'll let you know.

- I have Warp 9 v3.81 (same as 3.80, with a minor bug fix for use on the TT), Speedo GDOS, and TW3 all running together. The previous problems have all been fixed. No crash when trying to print. Also the garbage characters that used to appear on the page when a screen saver/corner clock was present no longer are a problem.

> 6. >That's Write doesn't have any drawing tools, and there isn't a
> >Speedo font that does what the Box & Line font does. For the time
> >being, that part of the program hasn't changed.
>
> I hope that will be added soon since using a bitmapped font to
> create lines and boxes around vector fonts is probably going to be
> almost unusable from a practical point of view.
>
> 7. >The spell checker does not automatically suggest alternative
> >spellings.
>
> Once again, I don't understand why the programmers won't at least add
> this feature as an option. I'm not suggesting that it should initially
> display all the alternatives, but it would be nice if it would
> automatically display at least the ones that it provides after
> alternatives is selected for the first time, particularly since its
> first suggestions usually include the correct alternative.

- I vote with Harvey Wolfe on these two. I already have found a couple places that I wish I had some simple drawing tools available. BTW, I did not end up with the boxes and lines font installed as a result of the installation program. Can I just copy them in from the TW2 disks?

- I have not really gotten familiar yet with the page and paragraph layout concept, although I am starting to get there. I have not used anything but the default page layout yet, and have not tried to change it in a document. One thing I need to be able to do, and am not sure how, is to have a single column format on part of the page and a 2 column format on another part of the page. Can that be done?

>8. You cannot search for 'special characters.'

- It would be really helpful to be able to do that. Also to search and replace with special font attributes. For example to replace all occurrences of a word with the word in italics. Or to scan an imported text document and put all occurrences of a certain number as a superscript.

>13. That's Write 3 supports import and export filters, but the current
>version includes only filters for different varieties of ASCII. Other
>filters are under development.

- WordPerfect import capability gets my vote. I have a lot of stuff in WP which I would like to start using in TW3!

> Where I have both regular Speedo fonts and the special TW Speedo
> fonts, e.g. Dutch, should I use the TW ones instead of the regular
> Speedo ones even when I am printing from a program that uses Speedo or
> should Speedo use its fonts while TW uses its modified fonts?

- What I am doing is using the TW versions. I have put all my other Speedo fonts in the TW3 folder as well (from the Speedo Starter Kit and the

WordPerfect Six font pack). Robert has .PF files that can be used with them. [Robert, it might be worth uploading them to the libraries for general access. (would also be good advertising for the people who do not yet have TW3 and do not follow this topic.)] Then, as he suggested, the Speedo driver can be set to that folder so everything shares the same set of fonts.

Well that's it for now. I am supposed to be working, not just playing on my computer. More later.
(JRH, CAT13, TOP15, MSG:145/M475)

>>>>> I actually got my upgrade to TW3 a week ago, but I've been away,
""""" and am only now beginning to get adjusted to it. I like it very much, too. I'm sure there are other things that will strike me in time, but here are some: the handling of macros is a vast improvement -- incidentally it cured a problem with starting macro record that nobody else but me reported on both the previous versions; the execution of macros seems definitely slower, which on the whole I prefer, since it gives me a better chance to see if I have done something wrong;I agree about the improvement in the spell checker; the general user interface is more friendly; at last we have the Undo that counts, because the most common mistake I make is to delete a line when I meant to delete a word. On the down side, printing with the Speedo fonts seems a lot slower than with the old bitmapped ones. Incidentally, I have a few bitmapped ones I would still like to use, including some I hacked with C-Font from Calamus fonts. Can I just install them along with the other bitmapped fonts in the usual folder? (I have a document Neal produced about using fonts and drivers. Is this the one you refer to?) On the other hand, the quality is beautiful.

I have been using TW3 mostly under Geneva, except when I needed the accessories such as the macro editor, which can't at present be used under Geneva. I am in multi-tasking mode, and nothing that has gone wrong is obviously attributable to Geneva incompatibilities, except some difficulties with memory. We are now getting into a situation in which even 4 Megabytes of memory is not really enough, with all the accessories you run at once with Geneva. I have had some bombs, but so far my impression is that they were due to memory problems, or to running files created in former versions where the right fonts had not been installed. But this is a hazy impression so far -- I am not a techie.

Generally, I think we have a very fine word processor now. Whereas Calligrapher is obviously a fine product too, especially for the business user, TW3 is the Rolls Royce for writers. We have no reason to be jealous of other platforms.

More as experience grows.
(C.NICHOLLS, CAT13, TOP15, MSG:165/M475)

First True Color Falcon Game Anybody tried "Des Lasers et Des Hommes",
"""""""""""""""""""""""""""""" the Wolfenstein-like game that is newly available here on GEnie? I believe this is the first TRUE COLOR game for the Falcon! It's just a demo but hey, I'll take it!

Coincidentally, today I saw Wolfenstein 3D for the first time on a PC at work. I must say I was quite impressed with the graphics. I'm not sure if the graphics were 16 color or 256. I suspect they were only 16, but man they sure looked nice. That smooth scrolling movement was a quantum leap

ahead of Dungeon Master. I guess Legends of Valour is the only thing like it for the ST, but the demo version I saw of LOV wasn't as smooth and was blockier in the closeups than Wolfenstein.

"Des Lasers et Des Hommes" (let's just call it Lasers & Men) was VERY blocky, and the mouse control and scrolling was very jerky, but since this was billed as a "prepreview of the beta version" I'll withold further judgment. I'm just surprised and pleased that at least someone is even attempting a True Color game.

(FAIRWEATHER, CAT9, TOP43, MSG:66/M475)

Color Icon Editor
""""""""""""""""""

The _InterFace_ rsc editor by SHIFT and distributed by Gribnif handles color icons quite nicely. :) It is a stand alone program, not part of a kit.

(PG.MUSIC, CAT14, TOP34, MSG:43/M475)

Storm Shareware
"""""""""""""""

I'm definitely buying Storm, just from what I have seen so far, taking it for granted that the problem I have getting file transfers to work is just an oddity that can be fixed here. ASCII uploads and downloads work fine, and I downloaded 400K of text at 9600 bps under Geneva while running two word processors and four file viewers, and while copying an entire 256-meg partition under MaxiFile. As a background app, Storm appears to be as solid as they come.

(A quick thought: Is is possible that the file protocol can't deal with huge partitions? My sectors are 4K.)

(A.FASOLDT, CAT8, TOP2, MSG:76/M475)

>>>>>
"""""

I guess the simplest way to ensure that people have a 'hangup' key is to program the ALT-H key (as mentioned in a previous message) to toggle the DTR signal. Perhaps I should have placed more of these things in the STORMKEY.INI file I included with the package.

I will be uploading a patch file later tonight that will fix some of the bugs I have found. Other bugs are harder to track down. e.g. Zmodem. Some people have no problem, other's have a lot of problems.

It is easier to find a bug with fairly specific instructions. e.g. someone said 'I see alerts and it crashed after editing a Basic program'. It took a while to figure out that it had to be after loading a tokenizes, not Ascii, Basic program, and it had to have no labels and/or no variables.

Re: two bytes in saved capture file: When you switch to the capture buffer, does it actually contain text? What menu option do you pick? Save ? Save As...? Save As... on the Capture menu? Save ... on the Basic menu? Did the file already exist and you got the "Append,Overwrite,Cancel" alert? Please be very specific and detailed. Another question, can you load files into the capture buffer?

I will be working on the registered version about a day or two a week from now to January. I want to add improved editor features, true ANSI color graphics, and a way for Basic to run dialog boxes, at the very least. I hope to add a lot more. I will not be shipping the registered shareware version until January I expect, so if you want to wait until it's actually shipping, that's fine.

Regarding ESC 1, ESC 2, etc. Thank you for pointing that out. It is a mistake in the way I am handling control characters in the profile files.

You need to edit the STORMKEY.INI file. For ESC 1, you will see a line Key="\331". Change it to Key="\0331". That should do the trick. The fix for that will not be included in tonight's patch, but should be ready for the next patch.

However, the patch file does contain information on setting up keyboard macros for insert, clr-home, etc, which should be useful for you. Eventually, I plan to add a feature to the VT100 which will let you run a Basic command or program when VT100 is enabled and possibly also when it gets a reset command. That will assist in customizing it for your purposes.

There is some confusion regarding dialing and serial/terminal setups. In the dial editor, you can double-click on a name then set the serial settings for that number. The dialer should switch to that baud rate, etc before it dials the board. I will check that out to see if there is a problem. If you always use the same baud rate for your modem, there is no need to setup individual serial settings.

Zmodem appears to be erratic. Some people have no problems, others can't get it to work at all. If it doesn't work for you, try to explain how to reproduce the problem. If you find yourself getting hot and bothered, stop using the program and wait till things settle down. Go back to whatever you were using before. I am not shoving the program down your throat. I have also not played the 'guilt' card and put a time limit on using the current version after which people are supposed to feel like criminals for continuing to use it. I don't believe in that approach. If I don't come up with features for the registered shareware version that tempt you, you can either continue to use the non-registered version with a clear conscience, or drop the program entirely - no hard feelings.

How to call the file selector from Storm Basic:

```
x$ = FSEL$("","")
```

x$ is required because FSEL$ returns a string and Basic syntax requires that you have something to accept that return value. If you enter that line in a keyboard macro, it will call the file selector and do nothing else. Note x$ could be any Basic string variable.

How to add modem initialization strings for individual phone numbers: In the dial directory editor, add the command at the start of the phone number, together with the dial command. e.g. &M0DT123-4567. Then, in the modem setup, change the dial prefix to "AT".

Well, I appreciate the comments. I am tracking down and fixing the bugs as I discover them. However, I still have to put in long hours for my regular job, so Storm gets worked on late at night and for one day a weekend. (A.PAGE3, CAT8, TOP2, MSG:104/M475)

Warp 9 & ScreenBlaster Good news for Screen Blaster owners -- we've managed to find the problem that prevented Warp 9 from working correctly with this device. We'll be providing a patch program soon for the Falcon version of Warp 9, to add Screen Blaster compatibility. (CODEHEAD, CAT32, TOP31, MSG:162/M475)

1993 Tax Preparation YES, there will be a 1993 Tax Year Version titled "Tax Wizard II+" as several new features have been added and other have been enhanced. I will release a press release on new

features here, as well as advert- ising in ST Informer Magazine. We are currently waiting on last minute congressional stuff to finish up the package in earnest. Look for it to ship the last week of January along with everybodies W-2s.

Thank you all for the inquiry. A&D is also going to take on the MegaCheck2 program for districution and will currently be upgrading to V2.05 for those who send us an original disk and $10.

(ST-INFORMER, CAT15, TOP18, MSG:79/M475)

TTArtist """""""""

I can't hold back my enthusiasm for the latest version of TTArtist, the most graphically advanced screen saver for the TT available anywhere. NVDI users had been at a disadvantage because the excellent and interesting Warp 9 extendo-save modules will not work when NVDI is running (because of a conflict between Warp 9 and NVDI, which is not the fault of either program). But now the combination of NVDI and TTArtist puts any TT owner who has NVDI into the top of the league, with graphically stunning screen-saver modules that equal or surpass the best that I have seen on the Mac, any PC and even the fast Unix boxes I have at the office.

A bonus of incredible richness is the range of fractals that TTArtist will generate. These fractals are as interesting and complicated as any produced by a stand-alone fractal generator on ANY platform. A second bonus is the obvious use that TTArtist makes of the TT's built-in math coporocessor. I have never seen graphics move so fast on a TT - and I run TTArtist in 256-color mode at 1024X768, a resolution that requires the rapid shifting of a megabyte of data 70 times a second.

Problems with earlier versions of TTArtist have been fixed. So far, it has behaved beautifully.

And, of course, it runs just fine under Warp 9, too.

(A.FASOLDT, CAT2, TOP17, MSG:31/M475)

Falcon Aladdin Patch """""""""""""""""""""

Good news! Tim Purves reports in the Aladdin RT that he has been incommunication with Keith Gerdes re a Falcon/Aladdin patch. Tim says the patch need not be more than 1K long and that Tim has taken it upon himself to pave the way for GEnie approval of Keith's patch when it is ready.

(FAIRWEATHER, CAT14, TOP41, MSG:139/M475)

Man On The Street Report: """""""""""""""""""""""""""

Well Michele and I trekked out to the Newport Center Mall in NJ today and saw the Jaguar/Lynx expositon. It was a hit. LOT'S of public interest and about a dozebn Jags to play with.

Yes- they are real. We saw. We touched. We played. We want one.

Impressions: The unit itelf is bigger than it looks in the pictures. Longer and wider. It's nice. Looks fast while it's standing still. Grrrrr. It's hot. The controller is very nice. If you like the LYNX controls (I do!) you'll LOVE the Jag controller. Light and form fitting. Games: Only two were available for display and _play_. I played CyberMorph for about 15 minutes. Michele got a real kick out of watching my head, arms, body sway to the motions of my spacecraft as I flew at incredible

speeds through varied terrain. It's _fast_, it's _very_ fluid. It was fun. I was sweating by the time my three ships were destroyed. I need to see more of it, but the graphics probably could have been a bit more detailed, atleast in comparison to the game playing next to it: Crescent Galaxcy. Very nice graphics, much of it looks photographic. I didn't get a chance to play it (darn!). There are '3' levels of parallax: Foreground, midground (playing area) and backdrop.

Best moment: When Michele caught a Jaguar T-Shirt for me! Yes folks, _I_ have my very own Jaguar T-Shirt. Nyaaaahhhhhaaahhhhha! Eat your hearts out! It's black, it's beautiful! Front: 'Atari (and Fuji)' in small white lettering, and the Jaguar name/logo in larger red printing. Back: Large yellow Jag eyes above the big red Jag logo, underneath which is the '64-BIT' & 'Interactive Multimedia System' tag line.

They are giving away a free Jag system on each of the four days of the exposition. We're hope'n to hear we're winners!!

Well, I have to go put on my shirt now, seeya later!
(T.MCCOMB, CAT14, TOP44, MSG:90/M475)

Photo Show Pro
""""""""""""""

Our very soon to be released "Photo Show Pro" takes the program beyond being a multimedia slide show and takes it to a full blown presentation manager for scripting graphics. Still will be Falcon specific though.

We're waiting on a few loose ends yet although a few pre-release review copies are out already.

We hope to bundle it with an audio CD accessory too! Most likely will have a PCD viewer for use with View II. On my system right now I can click on any Kodak Photo CD PCD file or FTC file and view it directly from the desktop in true color.
(GREG, CAT7, TOP9, MSG:39/M475)

THE STUART A. LYSTER PI CALCULATION FOUNDATION
""

Prize of $20 Canadian. To the programmer of the TOS 1.4 compatible (Atari ST OS) which calculates the decimal expansion of PI, no more than 10% slower than Stephan Olbrich's PI4.TOS, but which calculates to the RAM capacity (or preferably beyond) of the computer (ie. rather than to a limit upon arrays).

Times must be within 10% (or better) of Stephan Olbrich's standard:

```
          100 decimal digits -                .24 seconds
         1000 decimal digits -              16.29 seconds
        10000 decimal digits -       25 min 54.30 seconds
```

Doubling the requested number of decimal digits seems to quadruple the required time, so, the times for larger #'s are accordingly;

```
       25,000  -         2 hr 35 min 23.83  (est.)
      100,000  -        10 hr 20 min        (est.)
    1,000,000  - 8 days  4 hours            (est.)
```

(BTW - this is using the Machin arctan series. Using the Borwein & Borwein quartically converging algorithm *will* yield far superior results.)

Output must be made available to either screen or to disk.

Programs must be in my hands (by e-mail or by post) no later than January 31, 1994.

Stuart A. Lyster
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(S.LYSTER, CAT3, TOP10, MSG:29/M475)

New Lexicor Products
"""""""""""""""""""""

I thought I'd pass this on to all who mentioned they would like to see some graphics, paint, animation programs make use of the DSP on the Falcon.

I also don't know if the announcement of NOVA VDI 2.04 fixes the reported "problem" COMPO talked about.

>From: LEXICOR@WORLD.STD.COM@INET# Internet Gateway
>
>Sub: FLI, GIF-FLM etc.
>
>
>LEXICOR ANNOUNCEMENT
>====================
>
>
>Lexicor Software is pleased to announce the FLI Player, GIF to FLI and
>TGA to FLX Animation Players and BUilders!
>
>THere is also a GIF to FLM Builder, all are available as MODULES for
>Prism Paint II.
>
>Furthermore, David Oldcorn will be writing the JPEG Routine which ALSO
>supports DSP on the Falcon for Prism Paint II.
>
>The FLI Players and Builders debuted here at the 16bit Show in England!
>
>As well as NOVA VDI version 2.04
>
>
>Yat@Lexicor
>
>From London, and it is cold, and it rains *grin*

(J.BRENNER1, CAT7, TOP29, MSG:107/M475)

DeskJet Utilities Pak
"""""""""""""""""""""

The Deskjet Utilities Pak has been discontinued by our company though it may be still available at some dealers. We are working on a major upgrade/rewrite called the Printer Utilities Pak which won't be ready for a while though you can bet you'll find out about it on GEnie first!

(S.SANDERS2, CAT4, TOP9, MSG:25/M475)

CD ROM Drivers

Right now the only reliable CD rom driver for the Falcon

"""""""""""""" requires MultiTOS. We do include a copy of the driver in our Photo Show package.

We will also be bundling a desktop Kodak Photo CD viewer, latest XFS CD rom driver (requiring MultiTOS), and an Atari specific CD rom disc in a value packed package in the very near future.

We will be posting all the detail this weekend in TOP 7, CAT 9.

There are several third parties working on new drivers right now. If I hear any good news on them I will post it here.

The XFS drivers do make a CD rom disc look like a very large hard disc right now. In fact the latest XFS will even let you switch between Kodak Photo CD format and standard 9660 format on the fly.

Installing a CD rom drive on the Falcon is actually easier than hooking one to a PC.
(GREG, CAT4, TOP19, MSG:171/M475)

STOS Fixer Hi. I just uploaded a new version of my STOS Fixer program
"""""""""" that should now allow everyone with TOS 4.00 or higher to run the STOS Interpreter and compiled programs. Just follow instructions in the DOC file and run the file. I wrote and tested it on my Falcon030 with TOS 4.04 and have had very few problems. The speed increase is amazing (the interpreted programs run faster than compiled programs on my STe) (R.QUEZADA, CAT3, TOP9, MSG:159/M475)

Improved Jaguar Video The SVHS connector consists of '4' connects
"""""""""""""""""""""" (MINI-DIN TYPE), the two that are spread apart the farthest from each other are the common ground. The upper two consists of the Lumina and Chroma out/inputs. So in theory, you need only three wires but you might as well use separate grounds.
I found the pinouts using my O-Scope and a little 'safe' trial and error! I finished at 2:30AM this morning hooking up the RGB monitor! The RGB output blows away SVHS, SVHS is sharper then the composite, and the composite blows away the RF! And wearing headphones is fantastic! You can hear the cannons/tanks go from 'behind left' to left to center channel... without any 'jerkiness' from channel to channel. It does almost sound like surround sound! I checked... no Dolby encoding on the sound though :(Maybe in a future game!!! Bill (HI-'Resin and lovin it...)
(W.FAANES, CAT26, TOP2, MSG:100/M475)

>>> THROUGH THE GRAPEVINE <<<

~ Rumors, Maybes and Mayhem ~

Atari Out of the Computer Biz? Anyone with connections at Atari, please
"""""""""""""""""""""""""""""" squelch or verify the following rumor taken from internet, because I know of at least 2 Falcon030 sales they potentially will lose depending on the truth of this or not (It could be another bogus lie).

>Bring out yer dead! Bring out yer dead! Commodore wins...
>

> - - The original note follows - -
>
>Newsgroups: alt.games.lynx
>Subject: ATARI _DROPS_ THIER COMPUTER LINE
>Message-ID: <1993Nov1.143515.16220@umiami.ir.miami.edu>
>Date: 1 Nov 93 14:35:15 EST

>It's an Atari group, so I thought I would cross post this. Please send
>all answer/replies to COMP.SYS.ATARI.ST
>
>NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
>
>Effective immediately, Atari Computer Corporation has ceased
>production of ALL of it's computer lines. This includes all TOS,
>DOS, and hand-held computers. This information was
>released late on Friday., October 29, 1993.
>
>I was given this information by my broker who constantly checks the
>Atari news for me.
>
>It also said that there might be a plan in the future to release
>compatable computers at an affordable price.
>
>Atari's only priducts for sale will be what is in the stockhouses,
>the LYNX, and the upcoming Jaguar.
>
>
>-time to start looking at those clones.
>
>-Mark Santora
>
Comments?????

(D.ENGEL, CAT14, TOP44, MSG:151/M475)

>>>>> I spoke with some old friends yesterday from Atari, they assured
""""" me that Atari did NOT put out any sort of press release saying
they were not in the computer business any longer. That rumor is
DEFINITELY FALSE. (TOWNS, CAT14, TOP44, MSG:178/M475)

>>>>> The Falcon030s ARE still in production and another batch of TT030s
""""" SHOULD have already come off the assembly lines. Right now, the
Falcon030 is the only product officially in Atari's current computer
line. Atari hasn't officially announced that the STE/MSTE/TT030 are
discontinued (yet), but the Falcon030 is the only one currently in
production. The GE-Soft Eagle (the TT030 clone, which is a lot better
than the original TT030 -- the ENTIRE machine runs at 50MHz, has 2 VME
slots, and can be easily upgraded to a 68040) is set to go into production
at any time (if not already) and will reportedly cost around DM4000-DM5000
(about $2500-$3200 at current exchange rates). It sounds like Atari's
going to license TOS to them (if they haven't already).

(STEVE-J, CAT14, TOP41, MSG:201/M475)

Jaguar Developers When the new AEO be uploaded? There is aguy on
"""""""""""""""""" Prodigy saying that his company is now a Jaguar 3rd
party but won't tell us who it is. He says that Atari will be announcing
it soon. He says that they have 6 games scheduled for the Jaguar nex year
which is good considering that they only have 4 planned for the Genesis.
He said that on their project board that 3 of the Jaguar games are in red

meaning that they have top priority. Thay are also a 3DO developer and all the programmers were goo goo on it until the Atari rep visited them twice and showed them the Jaguar and after getting a chance to see the Jaguar internals are absolutely goo goo over the Jaguar and have even been singing a Jaguar rap song. So far they have two RPG's scheduled and a Flight Simulator. He said the flight simulator will utilize every key on the controller. Apparently the company he works for has made a popular series of RPG's for the Genesis.

Does anybody know what company this may sound like that Atari hasn't announced yet?

(J.THORNHILL, CAT14, TOP45, MSG:104/M475)

Atari Computer People Busy
""""""""""""""""""""""""""

It may sound cruel, but when you say 'lots of stuff to do here' it makes me feel MUCH better.... Up in your section I know you're not working on games systems, which says VERY good things about the future of our favorite computer system <smile>.

Who knows, maybe I'll somehow find a way for another visit out that way (don't tell Bob, he'll hire more security)..... or they'll let you out of your cage for a visit out this way for a show or something.

(AEO.7, CAT14, TOP9, MSG:43/M475)

Falcon SLM Adaptor?
"""""""""""""""""""

The latest I've heard (ummm, two-three weeks ago), Atari was working "surreptiously" with a third party to come up with an SLM--Falcon030 adaptor. Whether Atari will buy the final product isn't decided, but work is being done on it.

Work isn't going as fast as it could, what with the emphasis on Jaguar, but I don't think the project's been dropped.

(AEO.MAG, CAT14, TOP11, MSG:95/M475)

A True Story...
"""""""""""""""

I gave one of my extra Jaguar T-Shirts to a friend's 17 year old son. I got a phone call today from his mother telling me that they were at a shopping mall earlier and a man walked up to her son and offered to buy the Jaguar T-Shirt, he was wearing, for $35.00 cash and also buy him another T-Shirt to wear home.

(JOHN.KING.T, CAT14, TOP45, MSG:165/M475)

Arabesque Cover Disk?
"""""""""""""""""""""

There is indeed a version of Arabesque on a British cover disk this month. Right now, we are trying to work out the details related to this matter, and the continued support of Shift's products. For that reason, I really cannot comment any further yet on what is going on.

I do not want people to think that I am hiding anything; I simply do not want to risk making a misstatement until I know all of the details. As soon as things are ironed out, I will let everyone know with a public post.

(GRIBNIF, CAT17, TOP8, MSG:103/M475)

Wayne Campbell School of Hard Drive Repair
""

Long ago a freind told me a nifty way to unsick a drive (warning he was a twit:)

If you have a set of speakers(sterio type big) turn on the drive while playing a heavy bass tune aimed at the drive(dont get the speaker too close!) this can vibrate the sucker lose but it could break it too.

As I said he was a twit use with caution!
(J.ZENTZ1, CAT4, TOP10, MSG:210/M475)

ST LiveWire """""""""""" Can anyone tell me when a multimedia version of LiveWire will be released for the ST? I remember Darlah stating there would be one for the ST after the initial versions for the Mac, Amiga & PC clones. (S.CORLEY1, CAT15, TOP13, MSG:7/M475)

>>>>> """""" Not to worry. We are working on it. It is a matter of manpower.
(DARLAH, CAT15, TOP13, MSG:8/M475)

>>> MESSAGE SPOTLIGHT <<<
""""""""""""""""""""""""""""
~ Listen Up! ~

Atari-ST RoundTable
Category 4, Hardware
Topic 19, CD ROM and SCSI on Atari ST
Message 148, Sun Nov 14, 1993
M.EASTER [Mike] at 19:18 EST

Jumping platforms for CD-ROM

Before you get too fired up to jump platforms to avail yourself of the wonders of CD-ROM you should examine carefully what is out there and what is not; and what some of the limitations are.

For one, Atari is not alone in the compatibility arena in this issue.

There are Mac disks, DOS disks, Windows disks, Amiga disks, and so on. If you decide that Windows is the way to go, get ready to enter the big bad world of memory management. I just spent some time roving around various bulletin boards trying to figure out how to most conveniently access some CD-ROM possibilities; reading the exchanges of those involved in trying to get efficient memory management from their Intel based machines was mind-boggling. A mainframe systems engineer commented that "structuring" his PC re memory was more challenging than his job. For many, Windows is a big memory hog and provides a slower system than other alternatives for Intel users.

Right now I'm trying to find out more about what is available on DOS based disks. The craze seems to be multimedia. For my purposes, that is a big waste of CD-ROM space and compatibility possibilities. What I would like to see is a strong text based "library" of useful books, with decent search features. BookShelf is useful, and comes in several "flavors", DOS, Windows, ?Mac. I don't know why Britannica has expressed in the past that they have no interest in CD-ROM; their material has been handled in house electronically for more than a decade. I don't know if their position has changed recently. Groliers is no Britannica.

There are some gaps for Atari machines to overcome in having access to CD-ROM based materials, but I'm not convinced that jumping platforms is the way to go. Continuing progress from ICD re SCSI and Compo re accessing

DOS and Windows based front ends has a future.

I _would_ like to sit around the crossword/ dining table with a laptop or notebook wirelessly communicating with a big optical based database in the computer room, but I would have to wait for that with whatever platform I was currently using.

I also encountered somewhere in those BB rovings that of the many platforms that were examining porting their OS to the Power PC chipset, Atari was among them. That was classified as a rumor.

Mike Easter

[*][*][*]

While on GEnie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Atari, the GEnieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

// GEnie_QWIK_QUOTE ////
/ "Warp 9 is one of the five best things you can do in public /
/ with your Atari. :)" /
// A.FASOLDT ////

[EOA]
[DLR]//////////////////////////////
DEALER VIEWPOINT /
//////////////////////////////
The Year In Review
""""""""""""""""""""
By Sheldon Winick
[S.WINICK]

November was the first month this year that I had absolutely no out-of-town business trips. That left me with a full uninterrupted month at home and at Computer STudio to try to catch up on the backlog and plan the final sales campaigns for the holiday season. It also gave me a chance to look back and evaluate this year which is rapidly drawing to a close.

It has definitely been an interesting and fast-paced year. In addition to keeping Computer STudio running smoothly and providing my customers with the quality service and support they deserve, I also had several architectural projects, both here in North Carolina and also far away in Colorado -- one in Aspen and one in Snowmass Village. Those two required a monthly trip to Colorado. All those hours on airplanes certainly gave my Atari Portfolio a good workout. One of the brighter sides of those trips was the airlines requirement for a Saturday layover in order to get the lowest airfares; during ski season that at least gave me one day a month for some really great high-altitude skiing after the

business portion of each trip was concluded. The world is really incredible on the slopes at over 11,000 feet!

The year began with anticipation of our best year ever at Computer STudio. Sales were running at a record pace for the first half of the year, and our annual Blue Ridge AtariFest in July set yet another record sales day for us, as well as serve to spotlight and introduce Atari products to many of the over 1500 visitors who came through the mall on the first day of the show. Many returned in later weeks for a closer look, and several even made purchases of their first Atari system.

Atari finally came through with the long-awaited Falcon030 systems about mid-year, but did not follow through with the promised advertising campaigns. They also canceled all dealer co-op advertising programs and discontinued the 1040STe and MegaSTe computers. Stock of available TT030 workstations dwindled to zero during the third quarter of the year and, after some public discussion and expressions of user concerns, Atari came forth with a promise of a new run of TT030's and a promised delivery date. As that date came and went, a new delivery date was promised. Now it appears that promised new run of TT030 systems may never materialize. In fact, stock of most all personal computer related products appears to be on the decline at Atari.

The aging Atari Portfolio, which was the industry's first palmtop, is also apparently now a discontinued product line. While the Portfolio was a revolutionary product when it was first introduced, Atari's refusal to upgrade the system to keep up with advancing technologies and competing products was its downfall.

Atari's promised national service agreement with GE Service never materialized, and their previous warranty service program through existing authorized Atari service dealers was also discontinued. While the rest of the industry moved to on-site warranty service, Atari chose to limit and restrict warranty service work that could be performed by their dealers, requiring most systems with warranty problems to be returned to Atari directly for warranty repair. The result is that Atarians unfortunate enough to encounter a warranty service problem may be faced with several weeks of down time for even minor repairs.

Sales of Atari's LYNX handheld game machine have also dwindled, partly due to Atari's refusal to advertise the product and partly due to dealers' reluctance to carry the product line after Atari's continued marketing blunders. Atari's decision last year to experiment with direct marketing the LYNX during the holiday shopping season, at below dealer cost, certainly didn't give Atari dealers much incentive to continue their own support of the product.

Atari's track record for apparently only being capable of producing one product at a time continued through 1993 as they changed direction away from personal computers and back towards home game machines. The new Jaguar game machine took center stage, and the first production run manufactured in IBM's assembly plant in Charlotte, North Carolina appears now to be trickling into the marketplace. With it is coming the same type of hype and promises from Atari that every new system garners in its early days, and even the typical promises that this time things really will be different. So far it never has, but once again we'll have to wait and see.

Of course, the real question here is how long Atari's computer dealerships can afford to sit back and wait. With virtually no personal

computer product line left aside from the 1040-style Falcon030, and that without any marketing support whatsoever from Atari, there is not much incentive for existing dealerships to continue with the Atari product line, let alone hope to recruit new dealerships. Many dealerships have already thrown in the towel, as well as have many VAR's. Even many of Atari's long-suffering developers are looking seriously into other markets for sheer survival.

We all wish Atari well with their new Jaguar game machine. Many loyal Atarians have commented online how they wish Atari makes a fortune with the Jag so they'll have enough money to rejuvenate the personal computer side of the business. In reality, though, we must realize that game system profits, should they actually materialize, will encourage Atari to further pursue the game market. Of course, unless Atari actually DOES market the Jaguar properly, they'll once again find themselves getting their butts kicked bigtime by far inferior products from other manufacturers who believe in advertising and cultivating dealer relationships. Superior marketing will come out on top of superior design every time.

The success and advancement of Atari personal computers will NOT come from marketing Atari game systems. It will come from developing and marketing Atari personal computer systems. It will come from advertising and promoting Atari personal computer systems and cultivating and supporting Atari computer dealerships. It will come from providing Atari owners with a quality support program for both in-warranty and out-of-warranty repair service through quality local and/or regional service centers. It will come from cultivating and supporting 3rd party developers in a consistent and quality manner. It will come from advertising to recruit new blood to the Atari platform. And it will ONLY come, if and when Atari actually decides to REALLY do it differently next time, and turn over the reins of marketing to qualified people who know how to do the job properly.

Atari has proven through the years that they are more than capable of developing quality systems. Unfortunately, they have also proven through the years that they are just as competent at dropping the ball immediately thereafter, as they lose interest and turn their attention to the next product in development.

As this year of 1993 draws to a close, we're all looking forward to the excitement that a new year has to offer. Many of us typically make New Year's resolutions to try to change things in our lives that could be improved. What type of New Year's resolutions do you think are being considered by our friends back in Sunnyvale this year?

Happy (Atari) Computing.

Sheldon owns and operates Computer STudio, a full-service Atari dealership in Asheville, North Carolina. Sheldon is also a registered architect (licensed in Florida, Tennessee, North Carolina, and Colorado, as well as holding a National NCARB certificate). His current architectural drawings are, of course, prepared on his Atari TT030-based CADD system, using DynaCADD software.

[EOA]

[HUM]//////////////////////////////
HUMOR ONLINE /
////////////////////////////////
An Exception To Every Rule
""""""""""""""""""""""""""""""

~ ODE TO THE ENGLISH LANGUAGE ~
""""""""""""""""""""""""""""""""""

(T.S.W - only the initials of the author are known)

I take it you already know
of tough and bough and cough and though
Others may stumble, but not you,
On Hiccough, thorough, laugh, and through.
Well done! And now you wish, perhaps,
To learn of less familiar traps?

Beware of heard, a dreadful word
That looks like beard, and sounds like bird.
And dead: it's said like bed, not bead...
For goodness' sake don't call it deed!
Watch out for meat and great and threat.
(They rhyme with suite and straight and debt.)

A moth is not a moth in mother,
Nor both in bother, broth in brother,
And here is not a match for there
Nor dear and fear for bear and pear.
And then there's dose and rose and lose --
Just look them up -- and goose and chews.
And cord and word and card and ward,
And font and front and word and sword,
And sew and go and thwart and cart...
Come, come, I've hardly made a start!
A dreadful language? Man alive,
I'd mastered it when I was five.

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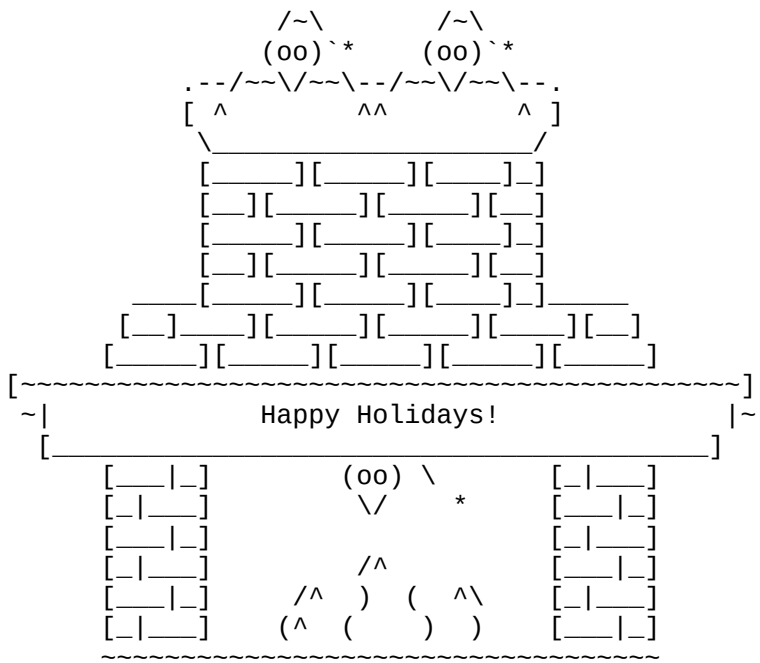
Gravenstein Apple User Group (CSAUG)
October 1993 Newsletter
P.O. Box 964, Pataluma, CA 94953-0964
Membership open to anyone
BBS: (707) 585-0865

////////////////////////////////// GEnie_QWIK_QUOTE ////
/ "My Falcon with TOS 4.04 also has the 'memory leak.' /
/ Will it take a new version of TOS to plug this leak or /
/ can Atari stop the leak with a 'patch'?" /
// FAIRWEATHER ////

[EOA]
[MOO]//////////////////////////////
CowTOONS! /
////////////////////////////////

From the GEnieLamp Elves
~~~~~~~~~~~~~~~~~~~~~~~~



[EOA]
[REF]////////////////////////////
REFLECTIONS /
////////////////////////////
Thinking About Online Communications
""

By Phil Shapiro
[P.SHAPIRO1]

>>> THE ONLINE LIBRARY <<<
""""""""""""""""""""""""""""""

The Library of Congress
""""""""""""""""""""""""""

A few months ago public television broadcast an intriguing documentary about the Library of Congress. In that show Steve Jobs made a brief appearance, talking starry-eyed about digitizing the entire Library of Congress - - - making its contents available via high-speed modem lines to anyone and everyone in the nation.

Jobs' comments got me thinking about just how valuable it might be to have such vast information resources at one's fingertips. And my conclusion is that it would be of little value to anyone.

Here is why I think so:

By definition, exhaustive information resources are exhausting to search through. Ninety-five percent of the books and magazines stored in the Library of Congress you'd never want to read anyway. Books and magazines that are truly useful to people are stored in those endearing institutions we call "neighborhood libraries."
~~~~~~~~~~~~~~~~~~~~~~~~

The value of the Library of Congress is not so much derived from the content of the information on the shelves, as it is in the skill and wisdom of the research librarians that work there. It's the warm-blooded, human intellectual capital working at the Library of Congress that gives the institution its immense value.

When Congress needs answers to important questions, they send queries over to the Congressional Research Service. Research librarians whose work is worthy of basing national policy upon are dispatched to find and report answers. In some ways these wise and knowledgeable library professionals serve as the "learned minds" of our national legislature.

On to Communications

So what does this have to do with online communications? The point being made is that the great hope of online communications is in bringing a streamlined dissemination of knowledge to the public. If we followed Steve Jobs' vision, we'd be successfully connecting a firehose of information to each and every household in this country. This would do little to advance the public good.

But if were to make more reference librarians available online, the public good would be advanced immeasurably. Why is an online reference librarian so immeasurably more valuable than a live, in-person reference librarian?

I'll tell you why.

Walk into any city library in this country and spend a few minutes observing the typical workday of reference librarians. The phone rings off the hook from approximately opening time to closing time. Reference librarians scamper this way and that, juggling the information requests of phone patrons and walk-in patrons. Few patrons receive in-depth answers to their questions. And the same questions could conceivably be answered over and over again, year in and year out, with no one being the wiser.

Last month I had the chance of witnessing an exceedingly patient librarian politely inform a walk-in patron that she would be right with him - - - just as soon as she attended to the two persons who were waiting on hold. The patron became understandably impatient as the librarian made valiant efforts to perform this superhuman juggling act.

How it Could Work

Here is how online information technology could come into play to further the interests of this patron, this librarian, and the public good:

If patrons posed their reference questions as public messages online, librarians could spend more than sixty seconds providing them with answers. Making use of online technology, reference librarians could have the luxury of actually investigating reference question before supplying answers. The result? Thoughtful answers to thoughtful questions.

But here's the kicker. Once the answer to a patron's question is posted in a public message area, that particular question and answer join the stockpile of public knowledge available to the entire nation. So when queries are posed that have already been answered, librarians can simply point back to the "frequently asked question" whose answer is already accessible. Librarians need not spend time and effort answering the same

question twice. And the labor that is saved can be applied to more thoroughly answer genuinely novel questions.

The 'Jobsian' Scheme """""""""""""""""""""

Is online library reference service another "Jobsian" pie-in-the-sky dream? Hardly. Working models of this type of online service have been sprouting up all over the country in the past few years. In Washington DC, where I live, several generous community-minded librarians provide such a service on "CapAccess," the new free community information service. Similar "freenets" in other cities around the country are starting up parallel online reference services. Countless small town libraries have set up "Friends of the Library" bulletin board systems (BBS's) that could be put to such use, as well.

The national information services could also provide leadership in this exciting new field. It will be interesting to see which of the information services is the first to provide online library reference service. To my knowledge, no such service currently exists on GEnie, America Online, CompuServe, Delphi, or Prodigy.

The magic of information technology can make grandiose "Jobsian" schemes superficially appealing. We need to continuously ask ourselves whether such schemes advance the public interest in a way that merits grand-scale expenditures. Thoughtful people can tell you that great social advancements can take place with the imaginative use of existing information technologies. You don't have to be a reference librarian to know that.

Phil Shapiro

[*][*][*]

The author takes a keen interest in the social dimensions of communications technology. He can be reached on GEnie at P.SHAPIRO1; on Internet at: p.shapiro1.genie.geis.com; on America Online at: pshapiro

[EOA]
[LIB]////////////////////////////
ONLINE LIBRARY /
////////////////////////////////
[*]Files, Files & More Files!
"""""""""""""""""""""""""""""""

By Mel Motogawa
[M.MOTOGAWA]

The Storm """""""""

shareware terminal program is bound to shake up the modem scene with a vast array of features, a comprehensive script language and background dialing/file transfers. Some large demos of full featured applications like Protext 6, InShape, Studio Photo, Mega-Check 2 and Easy Text Professional should keep your download protocols busy. If you're interested in fax modems, download Toad Computers' modem test utility to see what your fax modem's capabilities are. Enjoy!

Any comments of my own are shown within double asterisks "**...**" after the file description, in the ASCII GEnie Lamp version, and also in italics in the TX2 version. (If you haven't experienced reading the Lamp in TX2 format, why not download the TX2 file viewer (file #20441) by David Holmes? You may be surprised at the versatility and power of this program, above and beyond viewing TX2 Lamp issues.)

[*][*][*]

#30711 ZMPTCH01.LZH 5632 Patch file for the Storm ZMODEM.TRF file transfer module. Patches from version 1.00 (original release) to 1.01. Hopefully fixes some of the problems people have been having with Zmodem file transfer. You MUST have the patch program from the first set of Storm patches in order to use this file! Please use the latest version of ST Zip to extract.

#30699 SPLASHDM.LZH 15360 Splash is a combination of 3 programs which allow you to display any Degas or Prism Paint picture or scanned image on your desktop. Included are programs to convert Degas or Prism Paint images to Splash format, adjust the palette and contrast of the images, and a program to display the images . This demo version is identical to the full-featured version except that there is a 10 minute time limit on the display program. Please use the latest version of Quester's LZH to extract (LH5 archive).

#30695 SOMMERS2.ZIP 121216 This file, a memorial to Frank Sommers, long-time ST Editor for Current Notes, contains ALL of the product reviews and articles Frank wrote during his nine-year association with CN. The file is a compressed (ST ZIP 2.3) ascii file that, when printed, will require 120 pages of your paper. For those not familiar with Frank's writing, you will find perusing these articles a real joy. Extract with latest version of STZip

#30692 MD_ENG.LZH 12288 The English language translated resource file for MyDraw Ver. 1.10 with many, many thanks to M.Valent for his previous work. The translation is about 95% complete on menus and dialogs. Alert boxes were a bit too difficult for me. I think you will find the translation good enough to use until someone can come up with the full translation. Enjoy! Extract with latest version of LHARC Note: Unverified by Sysop. *** See file #30563 below. ***

#30690 HCKFAX10.ZIP 89216 Fax software you can try and keep for free, although it cannot compare with the quality and features of STraight FAX! from NewStar. Extract with latest version of STZip Note: All documentation is in German. *** Fax software, but you're on your own unless you can read German. ***

#30684 GL4DEMO.ZIP 52992 This is a partially disabled demo version of The Grocery Lister 4.0. This version has been significantly enhanced over the previous version with a much improved user interface and many user options.

#30679 PROTEXT6.ZIP 371712 This is a demo version of Arnor's ProText word processor. This non-GEM program is available on many platforms and has some very powerful features. This demo is unable to save or load a file that exceeds 2K in length. Other than that it is supposedly fully functional. Extract with STZip. *** A screenshot

appears in the color/mono TX2 versions of the GEnielamp. ***

#30671 SOMA.LZH 8960 In this game you have to put together a square
""""""""""""""""""""""" block using pieces of various shapes and sizes.
Using the mouse you can rotate and moves the pieces to your liking.
Excellent graphics and an excellent game. Not bad for a small download.
Please use the latest version of Quester's LZH to extract (LH5 archive).
*** A screenshot appears in the color TX2 version of the GEnielamp. ***

#30670 TTART15.LZH 35200 Massimo Farina's TT-Artist Release 1.5 with
""""""""""""""""""""""""""" enhanced graphics and user interface.
Colorful animated screen saver. Fully GEM compatible. Tested on TT and
CyReL M16-1280 graphics card. Extract with Questor's LHARC201

#30669 CLOCK12.LZH 6656 Here's another screensaver for Warp 9 3.80 --
""""""""""""""""""""""""" a floating digital clock in big, bold letters.
You can choose from among four different typefaces for the clock display,
change flotation speed and more! To function as a screensaver, Digital
Clock requires Warp 9 3.80 or later; however, it also has a special
"demonstration mode" that lets you check it out even if you don't own Warp
9! Version 1.2 now works correctly on computers without built-in clocks.
(c) 1993 CodeHead Technologies. By Charles F. Johnson. Use latest version
of QUESTER's LZH program to extract

#30662 STDPHOTO.TXT 2176 Studio Photo turns your Atari computer into a
""""""""""""""""""""""""""" complete photographic studio, with a host of
tools, filters, and effects for editing and retouching images (and much
more...). Studio Photo uses a 24-bit color palette of 16.7 million colors,
and because it is display independent you can use any monitor or display
mode to create and retouch images. Studio Photo is compatible with all
versions of TOS and MultiTOS. It is enhanced on TT and Falcon030
computers, and includes a CD ROM driver for Photo CD access. For more
information, please read this text file. See STDPHOTO.ZIP (#30660) for a
demonstration version of Studio Photo.

#30661 SPATCH01.LZH 32896 First patch file for STORM version 1.00
""""""""""""""""""""""""""" telecommunications package. Patches various
Storm files to fix bugs. Details of changes in CHANGES.DOC. Only download
this file if you have the STORM version 1.00 program and related files.
This file creates Storm version 1.01. - Alan Page Use latest version of
QUESTER's LZH program to extract

#30660 STDPHOTO.ZIP 254976 This archive contains a demonstration
""""""""""""""""""""""""""""" version of Studio Photo. 'Save' is
disabled, but it is otherwise fully functional. For Studio Photo
information, please see STDPHOTO.TXT (#30662). Use latest version of ST
ZIP program to extract *** A screenshot appears in the color/mono TX2
versions of the GEnielamp. ***

#30658 RAW2RAW2.ZIP 12544 This program converts QRT Raw, ComputerEyes
""""""""""""""""""""""""""" Raw, or VidiChrome Raw pictures to QRT Raw
or Targa formats. This is an updated version, which now reads QRT Raw
format as well as ComputerEyes and Vidi. -dmj Use latest version of ST ZIP
program to extract

#30644 MC20.LZH 247296 Version 2.05 of The Ultimate Finance Manager.
""""""""""""""""""""""""" This is a $10 update with quite a few nice
enhancements (from any version 2.0 or above). MEGA-Check 2 is the most
flexible finance manager for the Atari. It is perfectly suitable for home

use or small businesses. It will remind you when it's time to pay bills, print the checks for those bills, balance checkbooks and track investments. The multi-tasking report generator is of the most powerful around today. Requires 1 MB, color or monochrome. Use Quester's LHARC201 (lh5) to extract.

#30638 TEMPL202.ZIP 172416 TempleMon 2.02 (c) Johannes Hill & Thomas
""""""""""""""""""""""""""""" Tempelmann This is a new release of TempleMon. It can be considered FREEWARE. It does support MultiTOS and with restrictions the FALCON030 hardware. TempleMon release 2.02 will be only available with english textes. The large demand for the symbol support of TempleMon is the reason for the publication of this release. For FALCON030 users: This release of TempleMon does work with the FALCON030 hardware in principal, but there are still problems with the video hardware programming which are not solved yet. I hope the next release will run better on FALCON030 machines. Please use the latest version of ST Zip to extract.

#30636 GRAM_110.ZIP 14720 GRAMMARIAN V1.1.0- With this version you can
""""""""""""""""""""""""""""" edit Grammarian for your own grammatical checks. A must program for anyone who writes. POSTCARDWARE! Please use the latest version of ST Zip to extract.

#30635 GZIP.LZH 72704 gnu's replacemeexec & docs inc. Please use the
""""""""""""""""""""""""" latest version of Quester's LZH to extract.

#30617 T_TERM2.ZIP 121984 Teddy-Term2 telecomm program by Mark Matz.
""""""""""""""""""""""""""""" All res, lots of features. This is a great program for those who don't need all the bells and whistles, just reliable and easy to use communications software. Try it, you'll like it! Shareware from the UK. A great deal for the all that you get. Extract with STZip TESTED TOS 1.04 *** A screenshot appears in the color/mono TX2 versions of the GEnielamp. ***

#30613 TERA_020.ZIP 102016 TeraDesk v1.36 (Oct 93) by Wout Klaren. An
""""""""""""""""""""""""""""" impressive desktop replacement program. This version is for the TT only! An ST version is available separately. Extract with STZip

#30612 TERA_136.ZIP 102912 TeraDesk v1.36 (Oct 1993) by Wout Klaren. A
""""""""""""""""""""""""""""" very impressive replacement desktop. A TT-specific version is also available. This one is for the ST series computer. Extract with STZip

#30611 SYN_DPK.ZIP 38784 Synergy Software Giga Depack. Unpack many
""""""""""""""""""""""""""""" types of compressed files. Shareware from Holland. Everything is in English. :-) Extract with STZip

#30609 LHARC231.ZIP 145280 Latest LHARC v2.31 (Oct 19, 1993) from
""""""""""""""""""""""""""""" Grunenberg. Extensive docs and source included. Extract with STZip.

#30602 STORM100.LZH 227968 Storm version 1.00. Shareware
""""""""""""""""""""""""""""" telecommunications program from Alan Page, original Flash program author. Storm features include multiple editing windows with true word-wrap, Basic script language, loadable file transfers and terminal emulations and background dialer. Xmodem, Ymodem, Zmodem and BPlus file transfers. VT100, Vidtex, and TTY terminal emulations. Documentation included. Use latest version of QUESTER's LZH program to extract *** A screenshot appears in the color/mono TX2 versions of the

GEnielamp. ***

#30584 G_ORACLE.ZIP 16768 Oracle 1.02 for STalker : GEnie version This
""""""""""""""""""""""""""""" version of Oracle fixes a few minor bugs and is completely compatible with the Falcon030. This is program is a must for all the Falcon owners who have been waiting for an automation program to work on their computer. Download today and find out why so many people are becoming registered users. Once you try downloading files automatically, you'll wonder how you ever did it by hand. SHAREWARE Copyright 1993 by Paul Lefebvre Please use the latest version of ST Zip to extract.

#30581 ERRATA1.ZIP 15616 This ZIP file contains a generic ASCII text
""""""""""""""""""""""""""""" file as well as an Atari Works format errata sheet for the Atari Compendium dated Nov 1st, 1993. Please use the latest version of ST ZIP to extract.

#30563 MDRW110.LZH 131968 Time to retire those outmoded GEM graphics
""""""""""""""""""""""""""""" editors, MyDraw 1.10 is here with FULL SPEEDO SUPPORT. Rotate text by any amount to 1/10th degree. Bezier polylines and polygons. Graphing routines. This is a fantastic GEM editor. Menus and dialogs in German but VERY easy to figure out. Try it, you'll like it. Sysop Note: 640x400 or higher resolution required. *** See file #30692 above. A screenshot appears in the mono TX2 version of the GEnielamp. ***

#30562 M_QWK118.LZH 81792 Mountain QWK is the finest QWK compatible
""""""""""""""""""""""""""""" offline mail reader available for the Atari ST! Version 1.18 is now fully compatible with the Geneva Multitasking AES, MultiTOS, Speedo GDOS, and the Falcon030. Window handling has also been improved slightly. Please use the latest version of Quester's LZH to extract (LH5 archive).

#30558 SPINDRY1.ZIP 3840 This is the corrected Spin Dry Extend-O-Save
""""""""""""""""""""""""""""" module. If you don't use 16- or 256-color 80-column displays (i.e. you have an ST or STe) then you don't need this update. Please use file 29519 to extract (Zip Archive).

#30525 LAUNCHER.LZH 13568 LAUNCHER will run programs from a dialogue
""""""""""""""""""""""""""""" and then return to the desktop. (A lot more useful than it may sound!). You can also pass documents to a parent program. LAUNCHER will save you * LOTS * of mouse clicks and time. Works great with Neodesk. For ST-STe Computers with a hard drive. Fully functional shareware from F10 Software. TT Compatible Use latest version of QUESTER's LZH program to extract *** A screenshot appears in the color/mono TX2 versions of the GEnielamp. ***

#30516 KITTYLCK.ZIP 6272 The "Kitty" Lock, runs as a program or
""""""""""""""""""""""""""""" accessory, in any resolution. When activated it will help prevent your current computing session from being tampered with and possibly destroyed. Its designed to safeguard against kids and pets while your momentarily away from your computer. ShareWare from DataBasement software.

#30506 IS_D100B.LZH 110720 This archive contains all the files from
""""""""""""""""""""""""""""" Disk B of the InShape Introductory DEMO version for the _Falcon and/or TT_. You do require two files in order to run this DEMO. The second is IS_D100B.LZH, file #30505. InShape is the finest rendering and animation program that exists on the Atari platform today! For those interested in such, this is a must download. (Note: This

DEMO program will not run on an ST or STe.)

#30505 ISD_100A.LZH 264576 This archive contains all the files from
""""""""""""""""""""""""""""" Disk A of the InShape Introductory DEMO version for the _Falcon and/or TT_. You do require two files in order to run this DEMO. The second is IS_D100B.LZH, file # 30506. InShape is the finest rendering and animation program extant for the Atari platform today! (Note: This DEMO will not run on an ST or STe.)

#30495 MDTST102.ZIP 28160 This is the latest version of the modem test
""""""""""""""""""""""""""""" utility. I made a few changes that make it work with SendFAX modems and some older Class 2 only modems. It also includes improved support for US Robotics and voice-mail capable modems, and is, in general, geared to work a little better on some modems. Unless you had any trouble with the previous version, I wouldn't download this one. For those of you who didn't see the last version, this program will test your FAX modem for Class, Caller ID, FAX Speed, Silent Answer, Voice Mail capatiblity, and also tells you firmware and chipset info. Freebie from Toad Computers. Enjoy! Sysop's note: Extract with latest version of STZip. *** A screenshot appears in the color/mono TX2 versions of the GEnielamp. ***

#30488 RDD3.ZIP 76416 Stuart Coate's superb document displayer: RDD
""""""""""""""""""""""""""" v3.0 This new version is packed with features: Load up to 200 documents at once, call outside editor and utility, display PackIce files, Full GEM clipboard support, display ARC/LZH/ZOO/ZIP/ARJ files, print or save block, and much much more. All this and SPEED too. This'll blow your socks off. It's even MultiTOS friendly. All for a very reasonable $10.00 shareware fee. This is a fully working copy, complete with PackIce for packing your own files.

#30464 XCTRLDOC.ZIP 11648 This is the basic documentation for the
""""""""""""""""""""""""""""" Extensible Control Panel (XCONTROL) v1.31 that was accidentally left out of the program's archive. Please note, some of the newer CPX modules (Control Panel Modules) may not be documented as yet. Fortunately, they are pretty easy to figure out without documentation. This documentation is 1993 Atari Corporation, All Rights Reserved. Please use file 29519 to extract (Zip Archive).

#30459 EZT_PRO.ZIP 299392 Demo of Easy Text Professional - a DTP
""""""""""""""""""""""""""""" program that works with GDOS or SpeedoGDOS. This is the bitmap GDOS fonts version which DOES WORK with SpeedoGDOS and Speedo fonts. A new version will be available from zzSoft later this year with FULL SPEEDO font support including TEXT ROTATION at any degree. Demo needs 1 meg memory and 800+k of disk space. Runs in mono and medium resolution color. Use latest version of ST ZIP program to extract GDOS required.

#30449 BSTAT247.LZH 279424 B/STAT is a shareware statistical analysis
""""""""""""""""""""""""""""" and business graphics program. B/STAT requires 2 megabytes of memory and a hard drive. B/STAT can use GDOS or SPEEDOgdos but does not require either. This is version 2.47. This version is a fairly large update to version 2.46.

[*][*][*]

Sometimes files are removed from the library after we publish this magazine. In many cases, the removed file has been replaced with an

updated version of that file. If you can't find one of the files listed here, there is a way to check for a newer version. Do a keyword search on the library using a word that describes the file you are looking for. Chances are, you will find a newer version of that file, or another file that meets your expectations.

[EOA]
[PDQ]//////////////////////////////
PD_QUICKVIEW /
//////////////////////////////
[*]Yours For The Asking
""""""""""""""""""""""""""

By Fred H. Koch
[F.KOCH]

Program Name	:	Magic Spell 2.0
Filename	:	MSPELL20.LZH
Library Area	:	9
Program Number	:	30456
File Size	:	112000
Program Type	:	Educational Game
Author	:	T. Savino
Version Reviewed	:	2.0
File Type	:	Shareware, $7.00

[*][*][*]

WHAT IT IS """""""""""" Magic Spell is a computer version of the game which sees how many words you can spell from a given number of letters.

FROM THE AUTHOR """""""""""""""" When Magic Spell is run it presents a list of letters and a blank line to type on. You need to think of words you can make with the given letters and type them in. The longer the word, the higher your score. Also the harder letters like X & Z give you more points, just like in the game Scrabble. You can make up to 10 words. If you can't think of 10 words just press enter to exit without waiting for the timer to run out.

The program will then grade your work (fun) and put a star next to the words that are currently in the dictionary. Then, the program will check to see if you got the secret word which it picked before you started the round. If you get the secret word you are awarded 1000 points. After grading your words the program asks you to click on words that ARE CORRECTLY SPELLED but are not yet in the dictionary. Click on those words that are spelled correctly but do not have a star next to them. These words will be added to the dictionary when you exit the program.

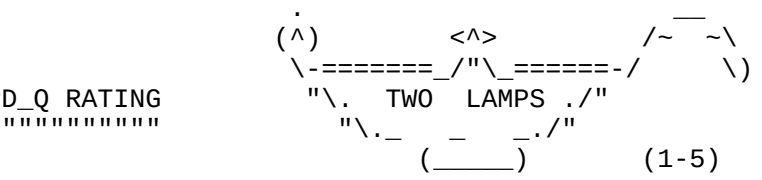
The program will show you your score. If you make one of the best scores you will be prompted to enter your name.

After each round of play you have the option to ask which words you could have used with the available letters. Click on the "Ask The Wizard" box and you will be presented with a list of possible words (shown 10 words at a time). Then you can scroll through to the next 10 by clicking on

"NEXT" or click on the letter box to start the list from the next letter in the letter list.

When you run the program you will only be allowed to play a few rounds. After that, you will be required to enter a "MAGIC CODE" that can only be obtained from the author upon receipt of a $7.00 U.S. shareware payment.

[*][*][*]



DOCUMENTATION """""""""""""""" FAIR

PD_Q COMMENTS """""""""""""""" Magic Spell is a good concept and a nice program to play. It has some problems, however, which detract from its operation.

The first problem noticed is the necessity to index the dictionary every time the program is run. The screen tells you what is happening, which is nice and even shows progress, but having to wait the 30-90 seconds for the indexing each time should have been avoided.

The game comes up ready to play as soon as the indexing is complete. This sounds good, but it skips the opportunity to choose level of play until after the first round. This is great if you saved the correct level the last time you played, but makes it harder to change play levels when necessary. The first round can be aborted to change play levels faster.

The game play is smooth. It won't allow you to enter words which contain letters not on the screen; it will, however, allow you to enter duplicate words. These duplicate words are only counted once for points, but do take up space in your allowed 10 words.

The letters are presented in alphabetic order across the top of the screen, which makes it easier to check for a letter. Some letters appear two or more times in the list for no apparent reason. A letter appearing once can be used more than once in a word. It appears to be a programming glitch.

The last problem I noticed was not being able to add the first or last words in the list to the dictionary. Again this appears to be a programming glitch. All other positions add words just fine.

Magic Spell requires over 50 files to run. This slows down load time significantly for floppy drive users as well as making it more difficult for a child to run the program by themselves since all files must be in the same directory.

Despite the above problems Magic Spell is fun to play. Most of the problems are just annoying; the only one affecting game play is not being able to add some words to the dictionary. The ability to set the timer limit and save game configurations adds to the game's functionality and makes it fun for a wider range of players. The included program to edit

the dictionary allows correction of words entered in error or adding words not included, a nice touch.

Overall, Magic Spell is a nice game, fun to play and playable by a wide range of ages. It could still use some work, and the author plans to continue to upgrade the program based on requests from registered users. In my opinion it is worth the download and shareware fee.

```
         ////////////////////////////////// GEnie_QWIK_QUOTE ////
        / "As for the Power PC, a reminder: A horse that is a cow /
       / AND a horse probably won't win races and surely won't   /
      / give milk. Multi-OS PCs have never caught on, and never /
     / will."                                                  /
    ////////////////////////////////////////// A.FASOLDT ////
```

[EOA]
[MEL]////////////////////////////
MEL'S MANOR /
////////////////////////////
[*]First Looks
""""""""""""""
by Mel Motogawa
[M.MOTOGAWA]

>>> THAT'S WRITE 3.1c <<<

The Upgrade
"""""""""""
Being an avid collector of word processing programs, I was pleased to note a message in the That's Write topic (Category 13, Topic 15, Message 138) that a new version of the That's Write word processor had become available.

That's Write is a GEM word processor that is simple to install and use, yet can grow with your needs. From the word processing neophyte to the power user, That's Write encompasses the needs of all with its long feature list.

That's Write 3.1c is a generous upgrade from version 2. Since I was jumping from version 1.52, the difference was even more vast. It takes a 50-page addendum to cover the differences between versions 2 and 3. The version 2 manual encompasses 288 pages and all this fit neatly into my version 1.52 3-ring binder after I removed the old manual.

What's New?
"""""""""""
The announcement message for version 3, mentioned above, is a verbose one. I've only had the new version for a few weeks, so I'm still exploring the program, but I thought I would share a few impressions on some of That's Write's unique features and some screenshots to whet your appetite.

A timesaver is the ability to highlight a word(s) and have these copied to the Search or Replace dialogs of the program. Once I tried this, I marveled at how conveniently this is implemented. Dialogs can also be drawn in windows for multitasking environments.

Interactive Documents

I'm surprised that in all the UK reviews I've read about That's Write 2, that more wasn't made of its Instructions feature (which is also present in version 3). In my opinion, the Instructions feature adds great power to the program. Resembling a mini programming language, Instructions allow you to create documents that are interactive, prompting you for input at various points, or run calculations on figures, automatically number footnotes, charts, pictures, paragraphs or chapters and many other neat things. With a little thought, one could easily save much time or do some things not possible in other programs.

Super Macros

The macro facility of That's Write is an equally strong suit. Besides creating text macros (of seemingly unlimited length), you can also include the program's keyboard commands in a macro. And since everything in the program, including its file selector, is controllable from the keyboard, a macro can automate often used operations. For example, a macro could be created that inserts some default text at the beginning, does a search-and-replace in a file, resets the font, reformats the document and then moves the cursor to the end and types in more text. You're only limited by your imagination as to how much work you'll save harnessing the macro option. Also, there's no hurry when recording your macro since That's Write plays them back as fast as the input can be accepted, although pauses can be inserted if desired. A desk accessory macro editor is included for easy editing. The power inherent in the macro facility is unbelievable when you start experimenting.

SpeedoGDOS Support

That's Write includes built-in support for Speedo fonts (several are included), besides the GEM bitmap and printer fonts that earlier versions of That's Write supported. If you select a Speedo typeface, then you can scale it to various point sizes and the printouts are top notch.

I haven't even scratched the surface of That's Write 3's long feature list, like font caching, templates, the NoSystem 3D interface, new block handling, revamped spell checker with correction lists, macro and status windows, optional fast screen display on monochrome monitors and much more. That's Write 3 - it's powerful, it's fast, I'm impressed. For more information, check out the aforementioned topic. You may find That's Write to be just right for you.

COMPO Software Corp.
104 Esplanade Avenue Suite 121
Pacifica CA 94044 USA
Tel: 415-355-0862
Fax: 415-355-0869
GEnie: COMPO

>>> STORM <<<

One Last Word...

I can't sign off without saying something about this amazing shareware program. Storm is a terminal program

for the ST that offers an abundance of features along with ease of use. No terminal program worth its salt would be without a programming script language and Storm is no exception. Several modules are included with the package that illustrate what's possible using Storm Basic. Background downloading and uploading is working great here on my Geneva system. Storm is shareware, $25, and I didn't bat an eye about sending it off straightaway once I had experimented with it for a few minutes. It's quality shareware and worth many times the asking price. And best of all, it's being vigorously supported in Category 8, Topic 2. I don't have every terminal program for the ST, but Storm has swept every one I do have right to the trash can icon. The author, Alan Page, has already uploaded some patches and updates to resolve compatibility problems some users have experienced, so the file number I have right now for version 1.00 might be out of date by the time this issue is released. Just do a search in the File Library under the uploader name A.PAGE3 for the latest version or check the Storm topic. See you in 30!

```
        ////////////////////////////////////// GEnie_QWIK_QUOTE ////
       / "Hell, the ST was Atari's last chance. Atari is like Jason /
      / -- every time you think it's dead it comes back            /
     / (yeee,yeee,yeee!)"                                         /
    ////////////////////////////////////////////// T.GIRSCH ////
```

[EOA]
[PDP]//////////////////////////////
PD_QUICKPICK /
//////////////////////////////
A Recommended Program
""""""""""""""""""""""""
By Fred H. Koch
[F.KOCH]

Program Name	:	BATSUB
Filename	:	BATSUB.ARC
Library Area	:	8
Program Number	:	30582
File Size	:	16768
Program Type	:	Game (Low Res)
Author	:	BATSoftware
Version	:	Not stated
File Type	:	FreeWare

[*][*][*]

WHAT IT IS BATSUB is a simple submarine and battle ship game which runs
"""""""""" in ST low resolution. It has joy stick or keyboard control.

WHAT IT DOES The object of BATSUB is to use your submarine to sink as
"""""""""""" many ships as possible.

You control the position of the submarine by moving it up/down, forward and backward using either the joystick or the arrow keys. The sub keeps moving in the last direction until you produce a force in the

opposite direction.

The water has fish swimming, which block your torpedoes or cause damage to the sub if run into. The ships move slowly across the water and randomly drop depth charges which will cause damage if they hit the sub.

The level of difficulty is increased by more fish being present in the water. Points are awarded based on the size of the ship hit, smaller is better, and the depth from which the torpedo is launched, deeper is better.

The game is over when the sub damage reaches the maximum value.

[EOA]
[FUN]////////////////////////////
SEARCH_ME /
////////////////////////////////
Online Puzzle Fun
""""""""""""""""""
By Scott R. Garrigus
[S.GARRIGUS]

>>> SEARCH_ME! <<<

MERRY CHRISTMAS AND HAPPY NEW YEAR! As I sit here and type this it is "" is still only the middle of November but the weather is already cold and grey up here in Derry, New Hampshire. Old man winter is just waiting for the weather to turn cold enough so that he can dump some of that white and wonderful snow all over the landscape. You know, the stuff that we all just _love_ to shovel. ;-) Well, us New Englanders at least. All you over there on the west coast or down south, don't you dare start gloating. :-)

There are some good things about this time of year though, and one of them is definitely Christmas. A time for the family to get together and celebrate the birth of Jesus. Of course we all like the gift giving and receiving part of it too, don't we? ;-) One of the best things for me is that I get to see my grandmother. She comes to visit on most of the holidays but I hardly get to see her at any other time of the year.

So where am I going with this? Heck, I don't know! :-) I just want to wish everyone a Merry Christmas and Happy New Year! And of course I also want you to have some fun and solve this month's Christmas puzzle. It's based on some of my favorite Christmas Carols. Have fun and see ya next year!

>>> CHRISTMAS CAROLS <<<

~ Keyword: CAROLS, Page 122593 ~

N D C L T Q Z M O V R A S U U X X K X X Y L
L I Y F X W I L O E L S L L E B R E V L I S
K B G I V A D N D K Z S S U A Q S L N R Z D
W O Z H G H R H N N N A T U C W K R Q N L I

```
I L J D T Y O J C L S L L E B E L G N I J N
N P H L G M E H C E K S A T N I A S H O I G
T J S R R Y R P B O A E J N F Y P C F R P R
E P Y O T I G B V N A C P M G T M L P H E J
R W Z W S Z A Q E S B N E Z Z E B K W O A A
C D K T I S D S Y A Z E B T I B L O E K D N
I M M M Q W T E W N M W I K E X N S E Y I Q
K A D N N B S E K T T Q D T K D X G R V Q K
S Z S Z H P F A E A X H H L E E N L T F B Q
K T Q G I A V X L D A L T R R I Z R C O M J
I I X X L Z M E O O E K L R L G X Q P V U O
A Q N G C Z Y F Y H H A A O Z O G T Y W L Z
G C D G W S F I E C N C R M J L I L T J Y G
J K I U Z U B M V D Z A I M D L O Z W H M Z
G P L G R M L C D R C Q T N S H R E G N A M
```

ANGELS	BETHLEHEM	CAROLING
CHILD	CHRISTMAS	HOLY
JINGLEBELLS	JOY	KING
MANGER	NICHOLAS	NIGHT
NOEL	SAINT	SANTA
SILVERBELLS	TREE	WENCESLAS
WINTER	WONDERLAND	WORLD

[*][*][*]

GIVE UP? """""""""
You will find the answers in the LOG OFF column at the end of the magazine.

This puzzle was created with a freeware program called SEARCH-ME 2, an Atari ST program by David Becker.

[EOA]
[CAI]////////////////////////////
COMPUTERS AND INVESTING /
////////////////////////////
[*]Part Two
"""""""""""

By Sanford E. Wolf
[S.WOLF4]

~ (Copyright (C) 1993 by Sanford E. Wolf, All Rights Reserved) ~

An Opening Aside """""""""""""""""
Last issue, we were using Atari stock (ATC) for purposes of example on how one might research financial data on a company. Since then, ATC has become something of a Wall Street phenomenon, climbing to a price of 12 3/4 before backing off. For a stock which one could acquire for less than $1 only 6 months ago, ATC has enjoyed a remarkable and exciting climb.

It seems appropriate to include an up-to-date chart of Atari's price action during the past several months. It was generated with the charting program, STalk The Market, by Quidnunc Software. Further updates will be included with future issues. Continuing discussion, predictions, and just

plain "baloney", about ATC stock goes on every day on the ST RT.

<SHOW STOCK1.PI3>

Sources of On-Line Information
""""""""""""""""""""""""""""""

Last time, the use of Dow Jones News/Retrieval as a source of much financial and more general data was described. The monthly cost for non prime-time use is $29.95. It is the principal source I use.

However, if you prefer not to undertake this additional cost, or even if you do, the Investors' RT on GEnie -- m290 -- offers a broad selection of topics on investing, including many different analytical methods, reviews of computer software, discussions of economic conditions, prospects for many industries, discussions on individual stocks, mutual funds, reviews of many newsletters, how to get stock quotes on both an historical and current daily basis, investment clubs, and much more. Anyone with an interest in investing would do well to visit and browse around page 290.

[*][*][*]

|| The disclaimer: These articles are for information purposes only. Nothing herein should be interpreted as advice to buy, sell, hold, or otherwise act on any specific investment. The stock of Atari Corporation is used as a convenient example, where one is needed, because most readers of this ST version of GENIELAMP have some familiarity with it. I still own some ATC shares. ||

[*][*][*]

Media General, //MG, on DJN/R
"""""""""""""""""""""""""""""

Having looked into the Standard and Poors overview, and realizing that it can be misleadingly out of date on important specifics, we can next visit the data base provided by Media General Financial Services. It is more oriented towards current market activity and the type of fundamental data that one wants to know on an immediate basis. Another useful feature is the ability, for each item, to make side by side comparisons with a competitor company (eg 3DO or Commodore) or an industry average (eg the average of all computer manufacturers).

Among the more interesting items found in //mg are statistics on recent trading, including comparisons against the S&P 500 average, ratios such as price to book value, price to revenue, and price to earnings. ATC's price recently has been in the vicinty of 10x - 13x book value, a very high number (the industry average is about 2.5x), but it must be read in context with Atari's rising from the ashes. Several other measures of earnings and dividends are provided, but not much appears for ATC other than its negative earnings (losses).

A very interesting number is the "short interest ratio", which is a measure of how many days of buying are required, at recent average volume levels, to return all the outstanding shares which have been borrowed by short sellers. The short interest ratio for ATC, in a recent look, is 6.7 days, a relatively high number. Multiplying this ratio by the average daily trading volume during the past month yields an approximate short interest of 2.5 million shares.

Just how high is this number? Considering that there are only about 15 million shares held by other than the Tramiel family, Time Warner, and a few institutional investors, the short position is about 15% of all the shares which may not be closely, and tightly, held. This is a substantial number. It's implication for the future price of ATC is probably positive; these shares must be purchased at some time in the future. However, short positions can be held for lengthy periods. Yet another possibility is that they can be "covered" in a "buying panic" if short sellers become convinced the price is going up; this could result in a substantial price rise in a short time. Until the short interest is reduced, short sellers have been known to drive a stock price down relentlessly.

Visiting //MG every so often can be helpful.

>>> Two MEATY data bases: (These get visited daily!) <<<

//WIRES is a compilation of news stories from the wires of most of the important business related media in the U.S., Canada, Europe, and Japan. Also included are news releases by companies themselves, and filings with federal agencies.

Entering 'ATC' brings up a menu of headlines such as the following:

```
  1 FF   11/12 Insider Sells ATARI CORP. Stock
  2 PI   11/11 Atari Corp (ATC) P-Alert: +3/4 At 10 On 91,300 - NEWS
  3 DJ   11/11 Atari, Accolade Titles -2-: Available Fall 1994 For Jaguar
  4 BW   11/11 Atari's Jaguar grabs five hot Accolade titles; 64-bit...
  5 DJ   11/11 *Atari In Licensing Pact For Five Accolade Titles >ATC
  6 PI   11/10 Atari Corp (ATC) P-Alert: -3/4 At 8 7/8 On 230,400
  7 PI   11/09 Atari Corp (ATC) P-Alert: -3/4 At 9 7/8 On 320,800
  8 PI   11/08 Atari Corp (ATC) P-Alert: -3/4 At 10 5/8 On 154,700
  9 DJ   11/05 Atari Unveils Jaguar Multi- Media System $249 Price Tag>ATC
 10 PI   11/05 Atari Corp (ATC) P-Alert: +3/4 At 11 On 371,700
 11 PI   11/04 Atari Sets High Again As Jaguar System Rollout Looms >ATC
   etc.
```

You can then display whichever item(s) seem of interest. Examining these news items should be part of any research on a candidate for investment.

//WATCH is a particularly interesting data base. It reports on insider activity in their own company's stock. "Insider" refers to any officer or director, or a major stockholder owning more than 5% of a company's outstanding shares. There is ample evidence to believe that such insiders have some advance sense of what the future holds in store for their company. A new product, unusually active or slow sales, possible increases or decreases in earnings, or any other internal fundamental development, may influence insiders to buy or sell stock for their own account. This is perfectly legal, but must be reported to the SEC within a stipulated period of time, usually a month. It then appears on //WATCH.

By examining recent insider activity, an investor can gain some sense of whether these knowledgable persons are confident or dubious about the near future for their own company. Of course, individuals often have personal reasons for selling stock, or giving it away as "gifts", so one

cannot take this information merely on its face. On the other hand, if an insider spends his/her personal funds to buy stock on the open market, it usually -- but not always -- is a good indication that a price rise is expected. When insiders act in concert, then something is probably afoot.

Many studies have been done on how this information might be interpreted and used by outside investors -- like you and me.

In several specific instances, this information has tipped the balance for or against my own investment in a company. I watch each day's postings very carefully for companies in which I am interested. I recently sold one stock which I've held for over 3 years. It was still going up, slowly but steadily; an unusual amount of insider selling started to appear and I decided to sell. It did not take long for the long uptrend to flatten out and start down. It's not as easy to interpret as it may first appear, but, in conjunction with other information, it can be a good signal.

Next Time
""""""""""
It is planned to devote most of the next installment to charting of stock price activity. An appropriate graphical presentation of a stock's price history can be a most useful tool for making a decision about investing in it. It also provides a means of applying various methods of technical analysis. These will be discussed, with examples.

```
         ////////////////////////////////////// GEnie_QWIK_QUOTE ////
       / "Windows in ROM???  You would need an external box the size /
     / of a AT case just to hold that many ROMS and a 250 watt     /
   / power supply to power them. :-)"                            /
 ////////////////////////////////////////////// R.WATSON15 ////
```

[EOA]
[CON]////////////////////////////
CONNECTIONS /
////////////////////////////////
MultiDialog: A Free Way to Upgrade GEM
""""""""""""""""""""""""""""""""""""""

The Dialog Box
""""""""""""""
Some things just plain get in the way when you are using your Atari. One of them is that box that sometimes pops up when you are running a program -- the one that won't go away unless you attend to it. As Henny Youngman might say, "Take my dialog box -- please!" It's not that dialog boxes aren't helpful or necessary. After all, every graphical user interface needs to give users a way to type or click their way through various choices, and that's what a dialog box is all about. You can think of it as the method the computer employs to carry on a dialog with the user. It can range from the simple dialog box that pops up when you want to format a disk to the advanced dialog boxes that appear in such programs as spell checkers and graphics viewers.

But Digital Research, creator of the Atari's original Graphics Environment Manager (GEM), left GEM's handling of dialog boxes in what can only be considered an unfinished state in the mid-'80s. Unlike the operating systems on the Mac, in Microsoft's Windows, in modern Unix

interfaces and in IBM's OS/2, the Atari's windowing system treats dialog boxes as objects that can't be moved and can't be ignored. And, what's worse, Atari software often creates new problems by giving dialog boxes a status they were never meant to have: Clever programmers devised entire programs that have no GEM windows at all, but instead run inside a dialog box.

A Solution

Fortunately, you now have a way to control dialog boxes and the programs that run inside them. A freeware utility from Germany called MultiDialog (MDIAL10E.ZIP, file number 30428 in the ST Library on GEnie) forces the Atari's operating system to place most dialog boxes inside a GEM window, with a title bar that can be grabbed and moved with the mouse. The main advantages are immediately obvious the first time you boot up with MultiDialog in your Atari's AUTO folder. You'll notice that you are able to drag dialog boxes to any location on the screen, just as you can with other GEM windows. Furthermore, because the dialog box is now just another GEM window, you are even able in many cases to ignore the dialog and continue working on another part of the program or even on another application -- something you could never do without MultiDialog.

This is a remarkable improvement, and brings GEM up to the level of Windows and the other graphical interfaces in the way it handles dialog boxes. But the real asset of MultiDialog is less obvious, and would not matter at all were it not for an accident of fate. In the first two years of the ST's life, programmers found clever ways to get around some of GEM's limitations. As both GEM and TOS (the Atari operating system itself) improved, most of these shortcuts were no longer necessary, and many current GEM programs avoid them altogether. Of all the shortcuts, the one used the most -- and the one that gave the biggest speedup to early STs -- is a method of putting the whole program or desk accessory into a dialog box. Many of the most widely used Atari programs and accessories still work this way; they appear in a box without a GEM title bar and without GEM window gadgets.

Some Possible Problems

When a program does this under a standard, single-tasking environment, the consequences are annoying at best. But in two other circumstances -- each of which involve multitasking -- this practice of putting an application in a dialog box can cause a lot of difficulty.

Those two situations occur when the program is a desk accessory running on any Atari and when it is either a desk accessory or a full application running on a multitasking Atari system. Desk accessories that run inside dialog boxes rather than in GEM windows often take over the entire system, waiting for your input before giving control back. While they are on the screen, your Atari's built-in GEM multitasking (via its desk accessory system) is effectively disabled as far as keyboard and menu interaction are concerned. The same thing happens when applications appear inside dialog boxes under Geneva or MultiTOS, two multitasking environments for the Atari. No other user input is possible until the application has been shut down or the accessory window closed.

Accessories and full programs that place themselves in dialog boxes are found on nearly every Atari. MultiDesk and MaxiFile from Codehead Technologies are common examples, as are such utilities as SuperBoot and LittleNet. I am not suggesting that the programmers did anything wrong when they created software of this type, but it is clear that such

techniques get in the way of a multitasking system.

MultiDialog's Solution

for these dialog-type programs and accessories is not 100 percent effective -- it cannot control the dialog boxes that the TOS desktop opens, for example -- but it works well much of the time. Some programs simply will not behave when forced into a GEM window, but most will operate without a problem. And within normal GEM programs, MultiDialog nearly always provides a practical way of keeping regular dialog boxes under control.

MultiDialog was created by Helmut Neukirchen of Krefeld, Germany. It is free (the author even suggests that North American users who want updates send him a disk but not any money, as long as they donate $10 to a charity), and has a competently translated English documentation. The latest version in the GEnie library includes an English-language main menu that I translated from the original.

I tested MultiDialog on a 4-megabyte 1040ST equipped with an AdSpeed 16MHz accelerator and on a TT030 with 8 megabytes of memory. Each computer was running Geneva, the multitasking environment from Gribnif Software.

The Configuration

Like many other AUTO-folder programs, MultiDialog is configured by a separate desk accessory. But the accessory is actually the same software as the AUTO-folder program, down to the last byte (you merely make a copy of the AUTO-folder program and give it an .ACC filename extension). The accessory does nothing by itself, and won't even install properly if the AUTO portion, MULTDIAL.PRG, has not already placed its code in memory on bootup.

When the accessory runs, it hooks into the code already placed in RAM by the program, and merely provides a way to change the behavior of MultiDialog on the fly. Settings of various kinds can be customized for any program or desk accessory and saved in a data file that MultiDialog automatically places in the AUTO folder. In other words, each time you run a program or open a desk accessory, MultiDialog checks its configuration file for an entry with the same name as the application, and sets its responses accordingly. There does not appear to be a limit on the number of customized entries.

Those settings can be intimidating to an Atari user who is not familiar with programming terminology. Two of the configuration options are obvious: first, you select a button that controls whether MultiDialog is active, and then you select one of four buttons for the screen position that dialog boxes should assume when they open. These are Center, Left, Mouse (the location of the pointer, wherever it happens to be), and Default. The Default choice tells MultiDialog to let the dialog box appear wherever its parent application or its supervisory operating system places it.

The other configuration options are likely to be undecipherable for most users. They choose window behavior under three different methods: Alert, FormDial and FormDo. A fourth option is grayed out and unavailable unless FormDo is selected; it controls the so-called ObjcDraw function of MultiDialog. All the buttons in this part of the menu can be left unselected if you like.

A technical explanation of these four options is beyond the scope of

this review, but in essence they control the way MultiDialog treats various kinds of dialog boxes under a variety of circumstances. The technicalities are unimportant anyway, since the only valid method of setting up MultiDialog for the programs and desk accessories that you normally run is to try each setting and see what happens. The four buttons probably should have been labeled "Type 1" through "Type 4" or something equally simple to make them less intimidating. (Playing around with these four options won't hurt anything, so don't be afraid to try out all of them for each program when you are setting up MultiDialog.) Fortunately, MultiDialog's default settings will be adequate for many typical programs and accessories.

How it Works

I'll describe the two basic effects that MultiDialog has on the behavior of programs and accessories. The first is the action of dialog boxes that are opened from within a program or an accessory, and the second is the behavior of stand-alone programs or accessories that run completely within dialog boxes. With MultiDialog active, dialog boxes that appear within an application look the same except for a thin border around the dialog box and a GEM title bar that appears at the top of this slightly larger box. Depending on how MultiDialog is set up for the application (or accessory), the title bar may or may not include the name of the program that supplied the dialog. By pressing the left mouse button on the title bar, the dialog window can be moved. (Dialog windows can't be resized the way normal GEM windows can unless they are specially designed for this; most aren't.)

Although you can usually move these enhanced dialog windows and even drag them out of the way so you can continue working on another portion of the program, in most cases you cannot successfully ignore them and open another dialog within the same application. You can, however, leave them open and awaiting input while turning to a desk accessory (if you are running a single-tasking system) or to another application (if you are running Geneva or MultiTOS). You'll probably find some current programs that don't have any limitations, but nearly all older software will keep your options limited to one active dialog window at a time per application, even under MultiDialog.

Running a program that appears within its own dialog box offers only a slight improvement in a single-tasking system. The most you can do in such cases is to move the GEM dialog window. But accessories that run in self- contained dialog boxes behave much differently under MultiDialog, as do both programs and accessories of that type in a multitasking system. In these situations, the monopolistic behavior of the program or accessory -- its refusal to let you access any other accessory or application while its dialog box is open -- is often tamed outright. For example, the dialog box containing LittleNet, an accessory that connects two Ataris by means of MIDI cables, ordinarily takes over the screen even on a multitasking system, and will not let you choose any action other than one that eventually closes its dialog box. With MultiDialog running, you can move LittleNet's window off to the side and keep it on the screen all the time.

Some Advantages

An immediate advantage of MultiDialog's handling of such accessories is the restoration of true multitasking of desk accessories in all Ataris, without the need for a multitasker such as Geneva or MultiTOS. Although many desk accessories never interfere with the Atari's built-in GEM multitasking when opened on the desktop -- the Atari Extensible Control Panel, XCONTROL, is a good example -- hundreds of others do not ordinarily behave. They preempt all desktop functions until

you have closed them.

Most of these accessories are virtually reborn under MultiDialog. As a result, even the most basic Atari regains the cooperative multitasking of accessories with each other and with a primary GEM application first envisioned by the creators of GEM and the programmers of TOS. This alone is a sufficient reason to install MultiDialog, with the added bonus of a price that can't be beat.

[EOA]
[BY1]//////////////////////////////
NEWSBYTES 1 /
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Simon Says...
"""""""""""""""

BellSouth, IBM Roll Out Mitsubishi Simon 11/03/93
""

ORLANDO, FLORIDA, U.S.A., 1993 NOV 3 (NB) -- With great fanfare, BellSouth rolled-out a new personal digital assistant (PDA) called Simon, made by Mitsubishi and designed by IBM. The product is made by a Mitsubishi plant located in Georgia, near BellSouth's headquarters in Atlanta.

Simon looks more like a cellular phone than the Apple Newton, Tandy Zoomer or AT&T Personal Communicator. It weighs about 0.5 kilograms (kg), or 18 ounces. It features a microphone near its bottom and a speaker near its top, separated by a small, backlit flat screen, which is the main interface. A stylus can be used on the screen, as can a finger. The stylus can be used to hand-write messages which are then faxed using the built-in modem and software.

Simon features a PCMCIA "PC Card" slot for which BellSouth will sell a paging card linking it to its MobileComm paging network. The device also can also handle electronic-mail, using a version of Lotus' cc:Mail. It will retail for $899.

While most PDA makers are pitching their devices as communicators or computers, BellSouth is selling Simon first as a cellular phone. While there is a graphical user interface, most of the software is built-in, with features like a calendar, address book, to-do list, and calculator.

A BellSouth spokesman told Newsbytes that Simon will be shown in IBM's booth at the coming Fall Comdex trade show, and BellSouth may make its own announcements there. BellSouth Cellular will roll the product out this year in its Florida markets and continue with a national roll-out next year.

A number of PDAs are already available. Apple claims it sold 50,000 Newtons since August, and AT&T has offered its Personal Communicators since early this year. Tandy and Casio have just begun marketing the Zoomer, and Compaq and Motorola are both expected to release PDAs next year. Go's PenPoint runs the Personal Communicator, Geos' GeoWorks runs the Zoomer, a proprietary Apple system runs the Zoomer, and Microsoft at Work is expected to be used on new products from Compaq, Motorola and perhaps others.

While BellSouth has exclusive rights on the present device, IBM is

expected to add more computer-like applications and offer a more powerful version of the product in the middle of next year, under the IBM brand. FCC type approval is still pending, and sales of Simon cannot be made until that is achieved.

(Dana Blankenhorn/19931103/Press Contact: Tim Klein, BellSouth, 404-249-4135; Mike Corrado, IBM, 914-766-1813)

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[EOA]
[ROO]////////////////////////////
THE READING ROOM /
////////////////////////////////
An Essential Guide to AtariWorks
""""""""""""""""""""""""""""""""""
By Al Fasoldt & John Gniewkowski
[A.FASOLDT] [GENIELAMP.ST]

>>> AL'S VIEW <<<
""""""""""""""""""""

Birth of AW """""""""""" With a half-dozen high-quality word processors already popular on the Atari platform, Atari took a gamble when it introduced a new word processor of its own at the same time that it unveiled the Falcon030. To the surprise of many Atarians, the new word processor turned out to be a world-class contender. What was even more amazing, AtariWorks wasn't just a word processor, but a database program and spreadsheet, all in one.

AtariWorks had an interesting and stormy birth. An early version was called "ST Sutra," which sounded to English-speaking Atarians like the name of an operating-room procedure rather than a word processor. Atari management renamed the pre-release version "Concierge," to the dismay of many users, and after a public debate on GEnie and other online services the company settled on "AtariWorks."

It was a smart decision. The name carries a suggestion of similarity with the popular three-in-one program for PCs, Microsoft Works. (And in fact there are many similarities.) And the name helps dispel the notions of Atari-bashers that the company had somehow lost its direction in the mainstay software arena, since by every measure AtariWorks works, and it works very well.

Speedo's the Secret """""""""""""""""""" One reason AtariWorks is so attractive is the font-scaling technology it employs in all three portions of the program. Although AtariWorks can work effectively with any variant of GDOS -- the much-maligned Graphical Device Operating System -- the version of GDOS that turns AtariWorks into a first-rate document-publishing application is Speedo GDOS. After a series of missteps in which it announced, and then failed to release, a lavishly programmed substitute for its original GDOS, Atari joined with one of the world's most

respected type foundries to bring GDOS up to the level of the font technologies used on Apple Macintosh and IBM-compatible computers. Atari licensed the so-called Speedo scaling engine from Bitstream, and packaged a variety of Bitstream Speedo fonts with AtariWorks. In the eight-year history of GDOS, the deal with Bitstream marked the first time Atari had chosen a major type technology for GDOS.

The choice could not have been better. Bitstream is the European leader of the art and science of scalable type, and is the company that WordPerfect and other software giants turned to when they wanted scalable typefaces that could be integrated into the top word processors in the MS-DOS realm. The choice of Speedo fonts means Atari users are able to purchase fonts of the highest quality from a range of more than 1,000 typefaces in the Speedo family.

A Better Mousetrap

AtariWorks is sold with a standard user manual. Like most software manuals, it is heavy on the basics and light on everything else. What AtariWorks has not had is an insider's look at the power and features of the software, written from a user's point of view. Such how-to books are common in the Mac and PC domains, and they are often the best-sellers among computer books of all types.

But now there is just such a book. It's called "Papa's Grafik Guide to AtariWorks Word Processor," and was written by Michael Hebert of Honolulu, Hawaii. Hebert's book, a large-format ring-bound work that can lay perfectly flat on the desk beside your Atari, is available at selected Atari dealers at a suggested list price of $16.95 or direct from the author for the list price plus $2 handling. The address for orders is Papa's Grafik Press, 1228 North School Street, Honolulu, HI 96817.

The name and the cover type are perhaps the only aspects of the book I don't like. The cute spelling of "graphic" and the awkward title font suggest a less-than-serious approach to the book itself, but Hebert's treatise is, in fact, quite earnest and extremely helpful. (I also would have liked to have seen a colophon explaining what typefaces were used, having a professional interest in typefaces in general and in Bitstream fonts in particular.)

But those are quibbles. "Papa's Guide" is in every other respect an impressive tour of the capabilities of the word-processing portion of AtariWorks. Hebert carefully illuminates his explanations with large, clear screen shots -- there are at least 110 screen illustrations in this 100-page book -- and he never makes the mistake of assuming the reader already knows any of the fundamental operations of either the Atari or the word processor itself.

At the same time, Hebert should get an award for consistently avoiding the kind of simplistic "the keyboard is that thing in front of your hands" approach that all too many MS-DOS tutorials take. (If just one more publisher sends me a "DOS for Dummies" type of book for review, I promise to shred it and donate the shards to the Fund for Endangered Intelligence.)

Hebert begins with an explanation of the primary menu operations and moves quickly into a full-page listing of keyboard shortcuts. He even discusses an undocumented but outstanding feature of AtariWorks, its multiple clipboard buffer, and also tells how to take advantage of another undocumented option in which text can be saved as a graphic image.

Sections on page setup and printing are lucid and perfectly illustrated. These are followed by a section on text formatting, using the advanced system of recallable styles that AtariWorks employs, and a tutorial on the use of fonts and graphics. Hebert shows how to achieve effects within AtariWorks that I had not thought were possible; these alone are worth the modest cost of the book.

Hebert is planning to publish companion volumes on the two other modules in AtariWorks, the database and spreadsheet portions. He is also active on GEnie's ST Roundtable, supplying help and tips for AtariWorks users in North America, Europe and Japan. His GEmail address is M.HEBERT1.

>>> JOHN'S VIEW <<<

Heaven Sent

It was a bright day for Atari owners when AtariWorks and SpeedoGDOS were released to the public. Although there were many word processors on the market when Works was released, none of them used the Speedo Bitstream scalable font technology that Atari had recently adopted. The use of readily, and cheaply, available fonts made me fall in love with this package. The programs are fine pieces of work and all the staff at Sunnyvale should be proud of them.

Luckily for me the AtariWorks interface was pretty intuitive (I can see a strong resemblance to another 'Works' cousin) and I didn't have much trouble navigating around the menus and printing simple letters. The manual supplied was a enough to get me started with the program, but like many users manuals, soon fell short when I was ready to progress from learning the menu and tool bar. On the surface it seemed an adequate program, but the power which lurked just under the surface, and just hinted at in the original manual, was to surprise me.

A Beacon in the Night

What shed light on the true utility of AtariWorks came in an unassuming 8.5"x11", spiral bound book called "Papa's Grafik Guide to AtariWorks Word Processor," by Michael Hebert (although you don't find out the name of this bashful author until page 99!). The Guide, as I'll refer to it through the rest of the review, is the sole work of 'Papa' Hebert. From writing and designing the layout right on through to production, binding and shipping, the Guide exhibits his talents in an extraordinary manner. It's a joy to pick up and read, so let me tell you a bit more about its contents.

The first 20 pages take you through the menu selections and explain some of the more complicated dialogs. The 'Page Setup' for instance, is especially well explained, with plenty of screen shots to get the point across. Some of the 'officially undocumented' features are explained in this chapter, and they are features that are actually extremely useful, along with a list of all keyboard equivalent commands. Although this portion of the book held less interest to me than the coming chapters it did do a good job of reinforcing what the Atari manual set out to do - make the user comfortable with the program.

Tutorials Galore!

The meat of the manual is written in a tutorial style that finds you left with not only the knowledge of how

to use AtariWorks, but also a set of handy templates to use in your future work. The tutorials start out easy enough for the beginner - cutting, copying, all the simple stuff, and progress through tying the database module into your documents to using graphics and even playing with something called 'Metafiles.' Hmm, didn't even knew I needed to use a Metafile until I read the Guide!

The final tutorial explains how to make newsletters (even describing publishing and binding techniques), booklets, business cards, mailing labels, and invitations. An excellent primer on how to design a pleasing newsletter! I found these chapters particularly interesting, they were what went beyond the basic program manual to how to actually use the thing to make stuff you needed!

He ends the Guide with a listing of current commercial and shareware programs that enhance using AtariWorks. The shareware offerings even have ST RoundTable file numbers! "But," you may ask, "how can it be current?" That's the beauty of how 'Papa' Hebert produces his book. Printing them only 'on demand' allows him to make corrections and up to the minute updates! This is not a book that is going to go stale.

By the first quarter of 1994 we have the database and spreadsheet editions of the guide being released. What a trilogy they will make - my advice? Look for them, because as 'Papa'Hebert says on the cover, "...it's absolutely astounding!"

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ONLINE HAPPENINGS /
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Modem Standards Set For Comdex
""""""""""""""""""""""""""""""""

New War On Modem Standards Set for Comdex 11/08/93
""

BOCA RATON, FLORIDA, U.S.A., 1993 NOV 8 (NB) -- Businesses and individuals seeking faster modems face a new war on standards this month at Comdex.

Following Hayes' release of a new 28,800 bits per second (bps) modem based on the interim V.FC standard, Boca Research has announced a 24,000bps product that also conforms to the V.FC standard. Boca indicated that more companies are expected to join its move to V.Fast, using a new Rockwell chip set which also transmits faxes at six blank pages per minute, or 14,400 bps.

While the new modems will be a big advantage to companies which want to link offices at higher speeds and bulletin board system operators, their utility is limited. Most packet networks maintain 9,600 bps as their highest speed, and most fax machines transmit at a top rate of 4 blank pages per minute.

With continuing confusion on standards and speeds going higher than that, it's unlikely many networks will commit to any upgrades. Most networks, in fact, have yet to offer 14,400 bps service even though the V.32bis modulation and V.42bis data compression and error correction standards are well-established.

Boca said that the starting price of its new V.Fast Class product, $395, is about the same as 14,400 bit/second modems were selling at earlier this year. The 14,400 bit/second product now carries a street price of about $150. Lower prices are made possible by standardized chip sets based on digital signal processing technology and a host of modem makers, resulting in fierce competition with high-quality products.

Boca was founded by Tim Farris, who had formerly started another add-in board company called Quadram in the early 1980s, which was eventually folded into National Semiconductor. At Quadram, Farris was the technical expert, and Boca has maintained a reputation for quality even while expanding its product line.

(Dana Blankenhorn/19931108/Press Contact: Boca Research, Gale Blackburn, 407/997-6227)

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[EOA]
[MIN]////////////////////////////
MINI_BYTES /
////////////////////////////////
3 on 1: Recoverable Trashcan
""""""""""""""""""""""""""""""""

By John E. Gniewkowski
[J.GNIEWKOWSK]

Program Name	:	Storm Terminal Program
Filename	:	STORM100.LZH
Library Area	:	7
Program Number	:	30602
File Size	:	227968
Program Type	:	Telecommunications
Author	:	Alan Page
Version Reviewed	:	1.01
File Type	:	Shareware ($25C)

[*][*][*]

FROM THE AUTHOR
""""""""""""""""

GEM-based terminal in a window. Custom font and text routines for high-speed operation.

- Multiple editing windows and capture buffer window are resizable, and moveable. Full word wrap is implemented. With MultiTOS, the number of windows is limited only by available memory.

- MultiTOS compatible. Uses memory sparingly and releases unused memory back to the system.

- Uses GEM clipboard for cutting and pasting text.

- o The script language is interpreted Basic, with powerful command extensions for telecommunication. Basic runs in its own window.

- o Background dialing of multiple phone numbers.

- o No fixed limit on dial directory entries.

- o Background file transfer without requiring a reset-proof ramdisk.

- o File transfer modules are loadable and unloadable.

- o Terminal emulations are loadable and unloadable.

- o Windows-style menu dropdowns and hotkeys.

- o Support for extra serial ports on TT and MegaSTE as well as Falcon serial port.

- o Capture buffer can be active at all times, not just when using terminal screen. You can edit or scroll through the capture buffer while continuing to capture text from the terminal or while uploading or downloading, or dialing phone numbers, or running a Basic program.

Even without MultiTOS, this is a highly multitasking program.

[NOTE: File #30711 (ZMPTCH01.LZH), the ZModem file transfer patch and file #30661 (SPATCH01.LZH), which patches Storm from version 1.00 to 1.01 are required in addition to the main program file.]

[*][*][*]

MINI_BYTE BY RICHARD [3 Lamps]
""""""""""""""""""""""""""""""

Storm, by Alan Page, is a very impressive entry into the ST/TT modem communications arena. Feature-packed, the basic download includes multiple terminal and file transfer capabilites.

After actually reading through the provided manual, I set out on that "other" system, CompuServe, to test Storm's various features. I suppose it is my misunderstanding, but, even after pre-loading and pre-configuring the various terminal and transfer settings, I was unable to download either in B-Plus or Y-Modem protocols. Furthermore, with the capture buffer indicated as being "on," upon activating the capture buffer's window, I found nothing being captured.

Perhaps there is a more complex and correct solution that might solve all my troubles. However, with STalker and Aladdin both being completely obvious, I'm forced to judge high on ambition, and low on practical functionality even with its background operation, MultiTos friendliness and full built-in Basic programming langueage. Complaints aside, though, I'd still rate Storm a solid 3 Lamps on our scale of 5.

MINI_BYTE BY TERRY [4 Lamps]
""""""""""""""""""""""""""""

STorm is the new full (and we do mean full) featured terminal program from Alan Page - the author of the original version of Flash. Like its predecessor (Flash), STorm is a complex program which is very simple to use. Unlike most

current Term programs (shareware or commercial), Storm will work with any ST including the Falcon. It is one of the few term programs which will work with the alternative serial ports on the MegaSTE and TT computers as well as the Falcon even though these options do not depend upon the original serial chip used by earlier models of the ST.

What is there to like about this program? Well, you name it and it has it feature wise. It is completely modular and can be configured to use a variety of terminal emulators, download protocols, keyboard layouts and innumerable other options. It incorporates a very complete basic interpreter which can perform many tasks beyond simple logon sequences. In fact, if someone desired, it would be possible to write an entire BBS or "learning" program which runs within STorm.

Does it have any problems? Well, any program this complex is bound to have a few. First, in the current incarnation, the ZMODEM file transfer protocol still has a few bugs which are currently being worked on. Second, apparently the internal design is such that it cannot employ an ANSI standard color terminal emulation. Aside from these problems (and the fact that too many users don't read the enclosed documentation), it seems pretty bug free. I award this one 4 lamps.

MINI_BYTE BY JOHN [4 Lamps]
"""""""""""""""""""""""""""

One of the most useful features on a computer is the ability to do more than one task at a time, especially if one of the tasks is time intensive and, at the same time, not user intensive - like file transfers. Stalker was one of the first terminal programs that would allow you to do that sort of multitasking (while it was running as a desk accessory). Well, there is another such program available, and it is brought to you by the person who 'invented' Atari terminal programs - Alan Page of Flash fame!

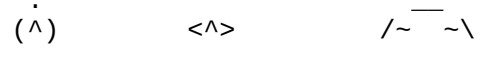
His new offering is called 'Storm' and is written with the new multitasking OS in mind (both MultiTos and Geneva), and takes advantage of it well. The file transfers fly in the background, even while in a TOS application, and it dosen't even take up a accessory slot (or tie up your memory!)

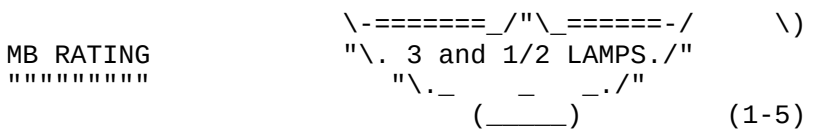
The program comes with modules for terminal emlations (VT100 and VIDTEX come with Storm 1.00) and for file transfer. It is also equipped with a easy to learn, but powerful, BASIC style programming language.

I haven't seem to run into the problems others have had with file transfers and everything works as advertised. Well worth the $25 shareware contribution I sent to Alan!

GEnie LAMP MINI_BYTE'S RATING
"""""""""""""""""""""""""""""

RICHARD	3
TERRY	4
JOHN	4
	""""
MINI_BYTE SCORE	3.6





MINI_BYTES RATING SYSTEM
"""""""""""""""""""""""""""

1 LAMP.....A marginal download
2 LAMPS.....Gets the job done
3 LAMPS.....Good execution, stable program
4 LAMPS.....Innovative or feature rich, take a look!
5 LAMPS.....What? You haven't downloaded this program YET?

If all three reviewers give the program a "5 LAMP" rating, it will receive the ~ A GEnie Lamp Excellence Award! ~

>>> REVIEWER PROFILES <<<
"""""""""""""""""""""""""""

JOHN G.....uses his Mega STe to improve computing at a large USAF squadron in Washington, DC Desktop publishing, spreadsheets and Database work take up most of his CPU cycles.

RICHARD....uses the ST as a full-time professional platform, emphasizing word processing, spreadsheet, DTP, graphics applications, and a host of utilities/accessories for all exigencies.

TERRY......Uses mostly Wordwriter ST, Aladdin, and ST_Talk Professional. He writes a lot and is very hard to please. Loves sticking pins in sacred cows (both computer and political). He rarely has time for games (either the enjoyable kind or Bureaucrap!)

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The Online Future
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EDITORIAL - THE ONLINE FUTURE 11/12/93
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ATLANTA, GEORGIA, U.S.A., 1993 NOV 12 (NB) -- By Dana Blankenhorn. There's a great and growing paradox online. Users remain tied to modems running, at best, at 9,600 bits/second. Their main choices are among CompuServe, GEnie, America Online, Applelink, and Prodigy on the consumer side, Dialog, Dow Jones, or Mead Data Central on the business side. Meanwhile, billions are being spent to "dominate" the coming world of multi-megabit services linked to cable TV.

While information providers and service providers work at arms-length in today's online world, and anyone with an idea has a shot at the market, there's a growing assumption that only "brand names" need apply in the future. The need to control such brand names has created a feeding frenzy among players, who like BellSouth, are determined to be "survivors" in a game that hasn't really started.

I don't know if anyone has noticed it or not, but Prodigy has yet to turn a profit, and will never, ever, make back the $500 million IBM and Sears invested to open it. This is because Prodigy continues to think it can control what people say and read online, choices best left to free people and free markets. The same hubris is now consuming such otherwise intelligent men as Bell Atlantic's Ray Smith, BellSouth's John Clendenin and TCI's John Malone.

The reasons for it can be found in the Bells themselves. The networks they offer are, compared to their promises, pitiful. If I were Ross Perot, comparing the Bells' promises and performance, I'd be a little crazy too. A decade ago the Bells promised a raft of new services based on a digital standard called ISDN. ISDN delivers two 64,000 bit/second data channels and a 16,000 bit/second signaling channel to residential customers. Today ISDN is offered in only a few places, and I still can't get it in Atlanta, despite living just a block from a major urban switch.

Even Bell-heads are in on this joke -- if the Bells were selling sushi they'd call it cold dead fish. Bell-head suppliers were happily pinning "cold dead fish" buttons to their lapels at this year's Supercomm trade show, and the Bell-heads were laughing right along.

The problem today remains the same as it was 10 years ago, when ISDN was the big buzzword. The Bells like to talk about competition, but all they really understand is monopoly. They won't make investments in plant and equipment unless they see a guarantee of profit. The same is true of the cable companies. That's what this feeding frenzy over Paramount is really all about -- control. The Bell-heads and cable-head ends figure if they don't control what goes over their systems, its cost, and the ability to keep others' content off, investments in the "information superhighway" just aren't worth it.

As Ross likes to say, "I find that fascinatin'." Every other business in the world seems to have figured out there's a difference between content and distribution. The former must always be risky, in the way that art and science are risky. There can be no guarantees the product will be as promised. There's no way to guarantee against a movie like "Ishtar" or "Popeye," no way to prevent a "Paula Poundstone Show" from reaching the air for two weeks. The risks are inherent in the process of trying something new. Distribution risks are different. They're about balancing the cost of obtaining business with the cost of providing service. Producers don't know if there will be any business. Distributors just worry about getting their share, and at what price.

My point -- billions and billions of dollars are going to be lost in the next few years, billions and billions of dollars that could have been profitably invested in fiber wires and high- capacity switches, billions and billions of dollars which will go instead to lawyers, deal-makers and accountants. The Japanese thought they had this game wired too, so Sony bought Columbia while Matsushita bought MCA-Universal. Now Matsushita wants out -- even deep pockets have a bottom to them. You'd think the Bell- heads

would take a lesson from that and stick to their knitting. Not a chance -- like those old ladies fleeced by Zero Mostel in Mel Brooks' "The Producers" a quarter-century ago, they've got stars in their eyes and sawdust in their veins. The tragedy is this time we'll all pay for that, in the form of higher phone rates, and less technology online than we'd like, that we deserve, and that we'd pay for.

(Dana Blankenhorn/19931112)

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/ doesn't do everything that MultiTOS does. Which sometimes /
/ causes me to think that whatever MultiTOS does that /
/ Geneva doesn't do doesn't need to be done by people that /
/ think they need to do it." /
// K.ESTES ////

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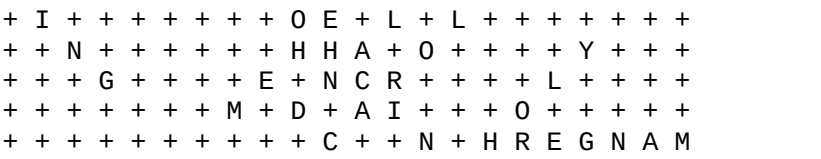

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